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# CONTENTS



ommodore comes to the crunch ....

Well, this is it. By the time you read this the decision will have been made as to the future of Commodore and this is likely to have a big bearing on that of the Amiga and, of course, the CD32.

I don't believe the future of the machine lives or dies on the announcement. There's enough users already out there to warrant continued support, at least in the short term but who can say what lies in store in the far distance?

The tone of many producers recently has been a wary one. How many times in the last couple of months have I heard 'well we'd like to, but...?'

And that's how it is. The Amiga is a very popular system among programmers because it's so nice to use. They like it. The problem is that when the future is so unsure people can't afford to hedge their bets. Of course we could get a buy-out, in which case it's a fair bet the Amiga will take off once more. I've even heard rumours suggesting the machine could once again establish itself as the number one home system for the same reasons it always did, ie comparatively low cost for its capabilities.

If the CD32 can once more go on general sale then we're likely to see an increase in CD-only titles. There's such a booming PC-CD-ROM market at the moment and many of these would lend themselves perfectly for CD32 conversion. This could well lead to the A1200 owners going out en masse to purchase CD-ROM drives for their machines, furthering still the appeal of the Amiga as a platform to all the major software publishers.

But that's all in the future at the moment. All we can do is wait and see what happens. Tune in next issue when we'll have more pros and cons and a few less what ifs and maybes  
Until the next time...

□ Miles Guttery



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## CD instructions.....06

Time to play those lovely juicy demos, and here's how. Actually we had a few problems this month, but there's some real stormers coming your way for the next issue. Promise!

## news.....10

No Trevor McDonald, no Angela Rippon, not even the chimes of Big Ben to herald it's arrival, but it's news nonetheless.

## previews.....12

Top down racing action from Kompart and organised crime from Bullfrog are just two of the delights around the proverbial corner. At least we should be fine for reviews next month!

## features.....16

After much whinging and whining from your good selves concerning the various CD-ROM A1200 add-ons, we bring the definitive guide to what's out there. Also there's a look at the multimedia products of Optonica Ltd.



## reviews.....30

Violence is the name of the game this month, with the best beat-'em-up to hit the CD32 yet as well as the best future sport ever. Not only that, but we've also got a compilation bearing our very own name and featuring three of the highest rated games in the history of ACG. Not bad, eh?

<b>SHADOW FIGHTERS</b> .....	30	36	.....	<b>SPEEDBALL 2</b>
<b>REVIEWS ROUND-UP</b> .....	34	40	.....	<b>GAMER GOLD COLLECTION</b>



## subs.....44

Go on, order your copy of ACG direct every month and maybe we poor staff members will get a pay rise.

## playing tips.....47

This is where to come if you're having problems. We offer comprehensive medical cover against the tearing out of the hair and the inability to notch up scores big enough to impress friends the world over.

## correspondence.....57

Put pen to paper and pour out your heart. If there's anything about the CD32 which is bugging you, this is the place to air your dirty washing, or something!

## mail order.....64

Roll up girls. Looking for a new bloke? Well this is the place to grab one, all clean and fully guaranteed. Only joking! Games, pads, other bits of guff are here at very reasonable prices. No questions asked, know wot I mean!?

## A-Z.....60

Every game ever reviewed in CD32 Gamer is here complete with rating and blurb. The perfect buyers guide.



**WARNING** THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (now!). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

## Limbo of the Lost

**Y**ou've read the work in progress feature, now play the game - well, a bit of it. As Cap'n Benjamin Spooner Briggs, you need to escape from this evil place and return with your family to civilisation.

The game itself is in the classic point n' click adventure style, with over 50 different locations to visit and loads of weird, wonderful and not-so-wonderful characters to meet and chat with, fight or help out of a fix.

Hopefully this month's demo will give you the flavour of the game, with a couple of rooms to explore and a couple of puzzles to solve. Notice how you can click on any on-screen object and get a response unique to that object. Though the graphics may not seem as detailed as, say, *Beneath a Steel Sky*, *Simon the Sorcerer* or *Universe*, you'll see they offer a lot less cluttered atmosphere and make it easier to see what needs to be done.

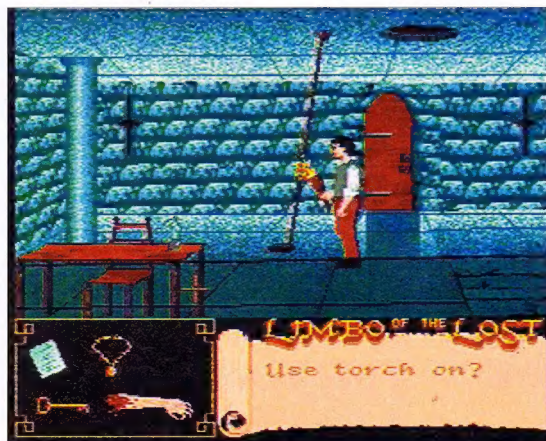
Anyway, you'll find all that out for yourself. What you need to know is how to get around. The user interface is quite simple and straightforward. Once loaded, you'll see the control pointer on screen which can be moved around via the pad. It starts out as an eye, and clicking with this anywhere on screen will bring up a brief description. Normally with these things you have to click on an icon bar to select the function you want, but here hitting the blue button cycles through those available. You'll see the pointer change.

### ICON FUNCTIONS ARE AS FOLLOWS:

Eye — Look at  
Hand — Take  
Glass — Drink

Spy glass — Examine  
Book — Read  
Cake — Eat

You don't normally need to worry about moving Briggs around. Just click on whatever you want him to manipulate with the appropriate pointer selected and off he goes. The only exception to this is when something is out of his reach.





## faulty discs

If you have any problems with your disc, please contact:  
**CD32 Discs**  
Paragon Publishing  
Paragon House, St. Peter's Road  
Bournemouth BH1 2JS

## Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. Multi Media Machine can be contacted direct on 01204 383688 and are always interested in new material.

### PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

## plus PD etc ...

As usual, there's the regular selection games, shareware and demos from the wide and wonderful world of public domain. Here's a full cast list so you know what to expect.....

### Demos

Big Sneeze  
HowToRunWall  
Shuttle  
Skydive



# AMIGA

# CD32



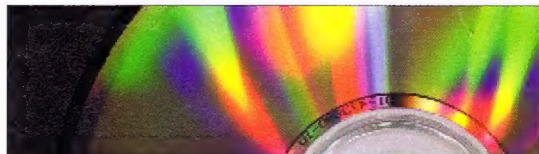
COVER DISC • 12

### PD Corner

Boomerang Man  
Get It  
Wipeout

### Shareware

Dinowarp  
Industrial Espionage  
Jackland  
Rocky  
Scorched Tanks  
Space War  
Zyrad Demo





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ISSUE 3

## GEX

### Exclusive Review

Crystal Dynamics' mean, green Gekko stars in the best platformer yet!

Plus: BladeForce, Killing Time, Cannon Fodder, Immernecary, Myst, Paved, Syndicate, Montana Jones & Slam And Jam '95 ...



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**Features:** Art Data Interactive dice with Doom, EA Canada chat about genius, American Laser Games launch their six-shooting UK attack.  
**Interviews:** 3DO Europe's Bob Faber maps out the future, Crystal Dynamic's David Morse remembers the past and Robert Lindsay promises mega-games from Studio 3DO.  
**Regulars:** 3DO World, Play Guides & UK Software Directory.

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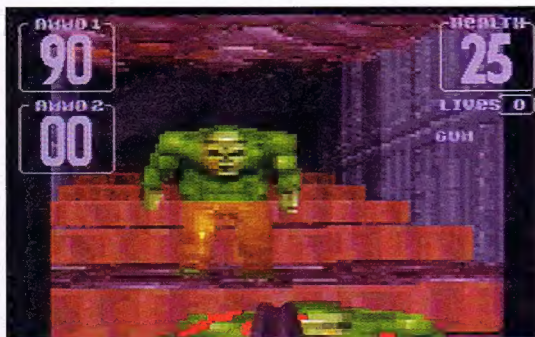
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## LIGHT FEARS AHEAD

**Y**ou see a lot of games in this business, an awful lot. So many in fact that it gets very easy to become dulled to the whole thing. But now and then something happens to make you sit up and take notice.

There I was at my desk one morning, when an innocent-looking package arrived. Inside was a press release and a single disk. Casually I tossed the disk into the office AI200 and absently skimmed through the pages, waiting for it to load up. Picking up the mouse I clicked the start icon, my concentration already wandering. But then the game started. *Fears*, boasts the inlay, is the first full-screen Doom-style game on the Amiga, and by jove they're right. With Team



17's *Alien Breed 3D* being constantly put back and tinkered with, here is a game from unknown publishers Manyk which

could give it a real run for its money. The demo we've got is only an early production copy, but already the texture mapped graphics look superb, really carrying the feel of the 3D realtime environment. And Manyk promise they'll be vastly improved before the final game hits the shelves.

So who are the people behind it then? Well, all we know at the moment is that they're French. Unfortunately we couldn't get hold of them in time for this issue, but next month we hope to do a full preview, interview and perhaps even a demo of the game on the cover. Until then, have a look at these shots and prepare yourself for *Fears*!

## SPRING ECTS • OLYMPIA

**A**fter a hard week's slog most people like to go home for the weekend to unwind, relax and generally spend two days doing absolutely bog-all of any worth. Not the CD32 Gamer boys. After a Saturday of mild recuperation following another week of slaving over hot Amigas we packed our bags and toddled off to the London Olympia for the Spring ECTS. Decked out in our top togs and armed with only our wits and ingenuity we set off to get the lowdown on what's to look forward to in the wide world of gaming over the coming sunny months. And what a show it was! With the Olympia boasting 30% more floor-space than previous show, held at the Business Design Centre, there was certainly a lot more to do and see. Consequently the whole show had more of a consumer feel to it with lots more gloss and pomp than in previous years. This was reflected in the turn out with approximately 25% more visitors over the three days.

The Virgin set-up made an impressive centre-piece for the show, a £250 thousand double decker stand, up against some stiff competition as it was from the Ocean bar — a highly popular area investigated thoroughly by our good selves over the course of the two days we were there. Fortunately the extortionate prices prevented us from getting too limble before we'd had time to see to the business in hand. £2.25 for a bottle of Becks, I ask you!

Obviously a large portion of the show was given over to CD-ROM software with Sony's PlayStation getting its first official unveiling in this country as well as a prominent show of forthcoming Jaguar titles. Not entirely relevant, admittedly, but once the Commodore situation is resolved we could see some of the titles making their way to the CD32.

One of the biggest crowd pullers at the show was without doubt the dino-beat-'em-up *Primal Rage*. Not only were there several coin-ops up and running in various strategic positions around the arena, but there were also some unfinished but nevertheless extremely mouth-watering home versions on display. Even at this early stage it looks like *Super Street Fighter 2* and *Mortal Kombat II* could well be heading for their final beat-'em-up curtain call!

Staying with beat-'em-ups for moment, the new *Rise of the Robots* coin-op was also on show and the limitations of the game pointed out by so many were thrown into sharp relief alongside the glorious images of *Primal Rage*, not to mention the extremely saucy looking *Virtua Fighter*-inspired *Tekken The Ultimate Fight* on PlayStation. Despite all the hype and gossip surrounding ROTR it doesn't even look all that special these days having taken so long in development! Still, you probably already know that anyway.

So what of the event as a whole? Obviously there wasn't as much Amiga material on show as in previous years but that was expected. One thing the shebang did prove beyond a doubt is that the world of interactive entertainment is alive and kicking harder than ever before.

As for us — we drank some beer, grilled the people in the know and a rather good time was had by all concerned. Now then, roll on ECTS Autumn!





# STOP PRESS...

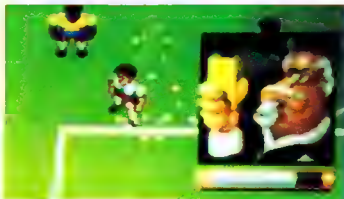
**A**lmost missing this month's deadline by a whisker comes Graftgold's forthcoming *Empire Soccer*. 'Oh no, not another football game' we hear you cry, but this offers an arcade feel which others do not and, being an Andrew Braybrook production, it's almost certain to be something quite special.

You may think there isn't much more that can be done with computer football, but this has everything from a clever viewpoint — top down but slightly tilted so you see the player's bodies, not just the top of their heads. The game includes some of the biggest and most defined player sprites to date yet, and they whizz around like nobody's business and really enhance the feel.

The pitch itself is approximately three screens wide by about five long, and although it may look a bit condensed it'll take a good three kicks to get from one end of the pitch to the other. The visuals will be further enhanced by shadows from the stands which surround the pitch.

Before commencing play you'll be able to choose a special ability such as banana kick, snap shot, power drive, super dribble, super barge and back heel which will then be magically bestowed on your star player.

Obviously there'll be league and cup options and a great variety of control options, but that's pretty much par for the course these days. We hope to have more on this 'un next month.



# CD32 SNIPPETS

## WHERE ARE THEY NOW?

It's that time again, when we go back through past previews and give you the up to date information on when they're likely to actually make an appearance. The problem is that publishers are all too happy to promise review copies a month or more in advance but are very prone to suddenly altering their own deadlines without warning, leaving people like us in the lurch.

## LOST EDEN

(Virgin)

We were hoping to get this one in time for this issue, but Virgin have spun all sorts of yarns about delays, and as far as we know there are no versions ready to go on sale as yet. We're as disappointed as you undoubtedly are, but we'll keep you posted.

## DEMOLITION MAN

(Virgin)

A bit of a surprise contender this one, considering the number of recent big licenses (or lack of) we've had on the CD32, but there's a chance pending papers being signed and deals being worked out. Nothing though as yet is definite.

## SPERIS LEGACY

(Team 17)

Previewed last month, should have been reviewed and demoed this month, but late hitches have held it up. Expect the full works next month or we'll huff and we'll puff and we'll blow Team 17's door down!

## PUSSIES GALORE

It must be about four issues ago now that we previewed this one, with still not a snifter of a finished copy. The reason — the projects been shelved indefinitely and may never see the light of day. A shame, as it was looking rather smart.

## MEGARACE

(Mindscape)

The rumours have been in circulation for several months, and finally the product is poised to arrive. How it will compare to the dazzling 3D0 version we can't yet tell, but it's certainly one of the most eagerly awaited titles around.

## BASE JUMPERS

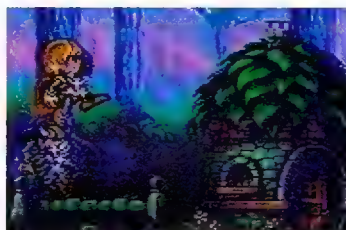
(Rasputin)

Rasputin's tower climbing platformer is a definite for next issue after Miles went round to their offices and personally threatened physical violence. They were so worried they even gave him this month's *Limbo of the Lost* feature as well.

# CD32 CHARTS

**T**here's no change at the number one slot, with *Theme Park* still selling in buckets, but a surprise at number two with *Rise Of The Robots* leaping back into the top five a short layoff. Ocean's superb EA licensed version of *Jungle Strike* charts at three, which all spells bad news for Psygnosis whose great-pictures-sadly-no-game offering *Microcosm* slips perilously close to the trapdoor. They'll be cheered up by the fact that the pretty and playable *Flink* climbs one place to number four.

- |   |     |                    |             |
|---|-----|--------------------|-------------|
| 1 | (1) | THEME PARK         | (Bullfrog)  |
| 2 | (-) | RISE OF THE ROBOTS | (Mirage)    |
| 3 | (-) | JUNGLE STRIKE.     | (Ocean)     |
| 4 | (5) | FLINK              | (Psygnosis) |
| 5 | (2) | MICROCOSM          | (Psygnosis) |





Turbo Trax 12  
 Cones 11  
 Syndicate 10

# Previews

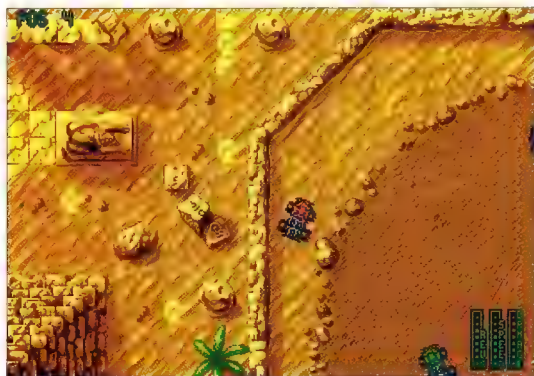
## Turbo Trax

**You may have read about the standard Amiga version of this one, but, as always, we are among the first to bring you the 32-bit scene-setter. Already the game has had rave reviews on the Amiga. Having changed to PDQ Distribution, the development team's next two titles will get top notch support**

**W**e have lots of top-down racing games from Team 17, Gremlin, Acid and Psygnosis, but Arcane believe they have come up with one that's really special. Arcane have worked on projects for Core and also animation and front loaders on Werewolf for Virgin, not to mention various bits for Bullfrog, but this is their first game to be produced in-house and come out under their own label.

With running commentary, digitised footage and climatic changes all being incorporated into the 32-bit version, it has a wealth of interesting features. One that Arcane have used in particular is to take the standard low res Amiga format and turn it into high res which gives it a finer look. One player can race against three CPU-controlled cars and a serial link-up will allow you to play against a friend. At least it will do on the PC... we'll have to wait and see whether the option is included for the CD32 version.

It utilises a new scroll system which will make it faster and more responsive than those others previously mentioned. There's also a special palette for the cars. With 32 way scrolling and an update of 60 frames per second you have a game of high on



arcade quality. Compared to other games of the genre a lot more time and attention has been paid to the graphics with varying backdrops and minute detail on trees, rocks and other roadside features. There'll be adverse weather conditions which'll make the game even more appealing with fog and snow having an effect on the way you drive and how the car responds. In fact there are so many variables within the programme that we should get the most realistic game of its type to date. From roads which are smooth to gravel surfaces, the responses will always be different. Every tree, fence, bridge and other on-screen objects will be fully detectable by the car so hitting a tree will have a different effect from hitting a wall for example.

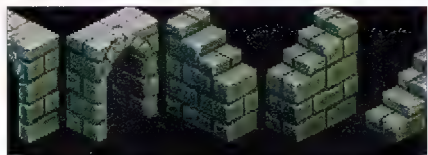
With each scenario you have a new vehicle to drive from buggies to jeep and more besides, each of which is specific to a certain terrain. Icy surfaces to mud tracks ensure there's always plenty of variety and skillful mastery of each is essential for success. Even some night driving which promises to be stunning! Scenarios include beaches complete with sun, sea and sand, snow, desert, forest, Indy circuits, all with the relevant cars and tracks. Also all the opposing cars are tuned to learn as they go so the challenge to the player will increase as you progress.

There'll be 25 races in total and you'll have to finish a certain way up the field to qualify for the next. The better your final placing, the more points you will receive for souping up the car between races. They'll also be time trials, a practice option and a challenge mode to add to the variety.

It'll have to be pretty special to rise above the likes of ATR and Skid Marks 2, but it looks pretty good at the moment. **DDF**

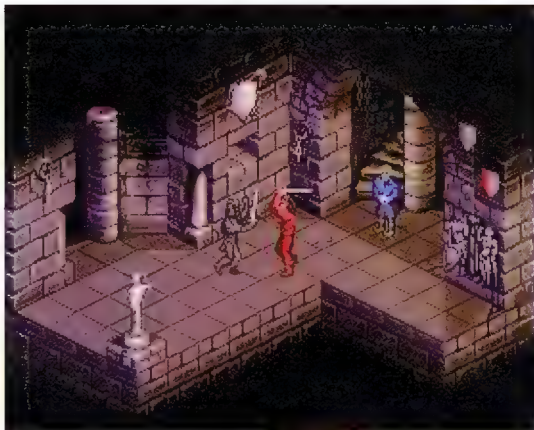






# Conan

**T**his new game is based around the books, with Part I being the *Hyboren Chronicles*. The game basically takes the player away from *Conan the Destroyer* and places them in a setting a decade later. Conan becomes King and battles against the wicked Evil of Totem, who is reanimated shortly before. You have 45,000 men that make up King Conan's troops, while there are 50,000 troops of the invading army. The invading army wins this mighty battle, to see King Conan captured and locked away in a dungeon. The game portrays Conan trying to regain his throne, and will take you through nine differing stages. Merely walking through the game without any obstacles will take the player a week, so with the added elements of strategy and action it will take a long time to complete. A random factor implanted in the game will present the player with differing outcomes each time they play. With a 3-D isometric perspective, this has a dark and moody ambience and will keep both the avid RPG players and action fans engrossed in the complex worlds through which Conan ventures. Coming from Finland, this looks very interesting! ■ DDF

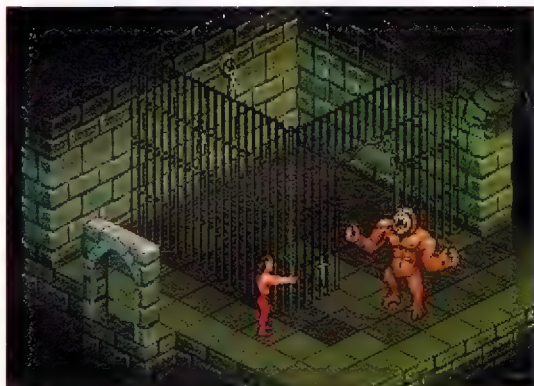


Poor old Conan. No matter how long people continue to read the books, he'll always be envisaged with an Austrian accent and wonky teeth. Oh yes - and he never said 'I'll be back' either, so get ya facts right!



## Preview

PUBLISHER: Kompart ■ PRICE: £18A  
DEVELOPER: Arctura ■ OUT: September





# Syndicate



**Syndicate arrived on the Amiga to great noises of acclaim from the press a couple of years ago. Now, finally, Bullfrog have decided to launch a CD32 version, so let's see what it's all about.**

**B**ullfrog's *Syndicate* has been around a good few years now, and you might be surprised to hear that the original idea first came from the company head, Peter Molyneux, whilst sitting in Pizza Hut.

Graphically they used some of the top CAD (Computer Aided Design) designers to draw and model all the on-screen objects. They even brought in a top musician to ensure all the audios are the best possible. For instance, when an agent is walking on gravel or pavement you will be able to discern the difference by ear. The arduous process of putting a game together revolves around firstly coming up with an idea, and then making up a story board. The central object in *Syndicate* is a machine called the Leonardo Chamber and this is where the story begins.

If you thought that Virtual Reality might be the final evolution combining computer and brain power, then you're wrong, according to the plot within *Syndicate*. Leonardo is a special machine that implants a gadget in the neck of a host human. Once implanted, you can fit cartridges in and experience any environment you wish. This can also be used to change the attributes and traits of a person. In effect, it could be conceived as Total Reality!

The game is set way in the future. Preceding the game there were three main Corporations ruling the world — America, Europe and Japan. It involves action and strategy and can be played as one or the other, or by combining both facets. It's all point and click, resulting in a fast pace and many new and interesting features. If you like action, shooting and seeking out the enemy, then *Syndicate* offers you that. If you like a game with strategy and planning, *Syndicate* has that on offer also.

Anyway, these three major corporations (there were no countries) had for years been fighting and trying to outdo each other. One of the corporations invented a special chip conversion kit, and with a special operation in the Leonardo machine



It shows what a nasty place the future is when you realise the only vehicles on the streets are police cars and ambulances! If you're cunning, you can even get your agents more mobile by swiping a set of wheels, but be careful not to get blown up in the process.

you could have it placed on your neck. You could then buy a sunny day chip and enjoy the experience of a nice hot balmy day. Your mind would be tapped into any experience you wished. If you were lonely, you could buy a party chip and experience being with lots of people having a good time. The chip's slogan was 'Why change your environment when you could change your mind?'

As this was the ultimate new gadget, it did away with video, TV and other pastimes, not pleasing the other corporations. This in effect started the 'Whole Corporation Wars.'

The game is set after these events. You are head of the remainder of one of these corporations placed in a small corner of the globe, and it is your quest to revive the power and become one big entity. The difficulty is that when these chips were installed there was a programming 'back door', meaning that you could take control of anyone who had been fitted. The one major problem is that you have up to seven computer opponents trying to do the same! You will be presented with a map of the world and each country will present a mission. After each mission you then move on to the adjoining territory and try to win more land and financial resources. The plot, strategy and action, although very simple in theory, are not that easy to control and win.

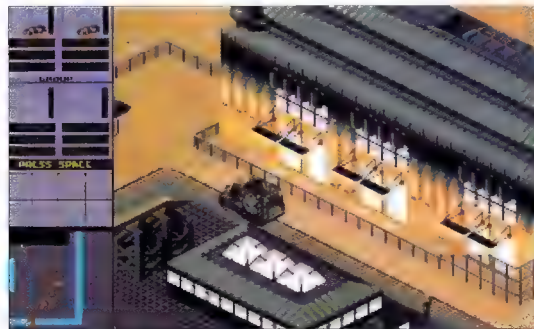
## COMING SOON...

Are you the kind of gamer who likes your characters to have big guns - really big guns? With loads of ammo on the side? Do you crave lots of action, huge explosions, murder, mayhem, and general lawlessness? How about gratuitous violence? Well, you're in store for plenty of the above in Bullfrog's new release on the CD32 thanks to Mindscape. *Syndicate* packs more punch than some of the biggest summer blockbuster movies.

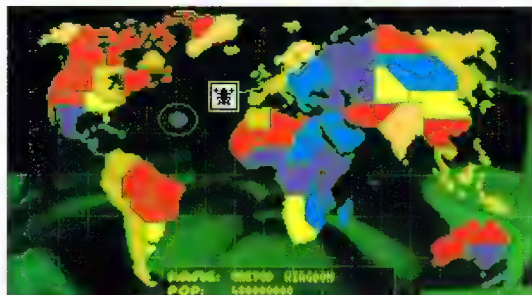
Set in the future, *Syndicate's* premise is this...

A handful of warring crime syndicates have taken control of the world from the three mega-corporations. A device called the CHIP implanted in individuals allows them to control the world's populace. As part of a small European Syndicate, your job is to lead your group of cyborg agents on missions around the world and defeat the enemy Syndicates. There are over 50 missions to complete, weapons and cybernetic implants to research and develop, taxes to raise, and generous amounts of gross violence to commit. This cyberpunk future isn't too bright for humanity, eh!

There are two parts to *Syndicate*: tactical missions and strategic planning. Tactical missions are accomplished via a very nice mission screen. You're presented with a 3D isometric view of one portion of a fairly large futuristic city complete







with wandering citizens, police and several modes of transportation. The display is fully scrollable and includes an overhead view of the general vicinity as well as control boxes for up to four agents. At the tactical level you direct your agents around the city in an effort to accomplish various mission goals - typically assassination, kidnapping or just good old outright slaughter of enemy Syndicate agents.

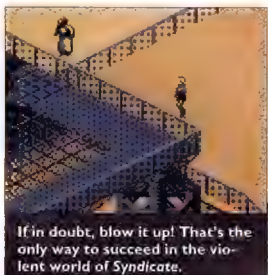
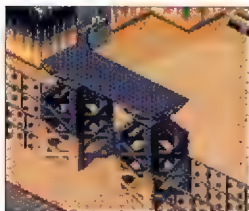
The agents are controlled either individually or in a group mode that manages the entire team. Weapons and other devices are used by simply clicking on the appropriate item in an agent's inventory and selecting a target for it on the tactical screen.

Agents are directed by selecting them and clicking on a destination. *Syndicate* does a fairly good job of directing the agents along the best path to the destination, though in more complex cities agents occasionally get 'stuck' in a corner. Most cities comprise a single level, although some have multiple levels as well as trains and cars for the team to travel around in.

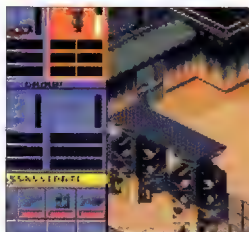
Over the course of the game you must develop a number of new and increasingly destructive weapons as well as cybernetic enhancements to install in the agents. Ultimately, the cyborg team will run around like a gang of Schwarzenegger-like Terminators, destroying waves of enemy agents and taking a pounding at the same time. The strategic side is fairly straightforward and simply serves as a means to generate more funds to buy more weapons and give you a short break between fights.

The manual is a must read with quite a bit of useful information. While specific tactics aren't mentioned, the descriptions of weapons, devices, and R&D are necessary to understand exactly what's going on during the game and which items are necessary to fulfil mission assignments. Going over the sections on use of pad buttons is critical. The first few missions are presented in increasing order of complexity so as to allow the player a gradual introduction to the game system and mechanics and time to reference the manual.

*Syndicate* has already been a big hit on the Amiga and PC, gaining rave reviews all over the place. As soon as we can get our hands on a final copy of this shoot-'em-up cum God-sim we'll bring you a detailed review on what could be the next big thing to hit the CD32. ■ DDF

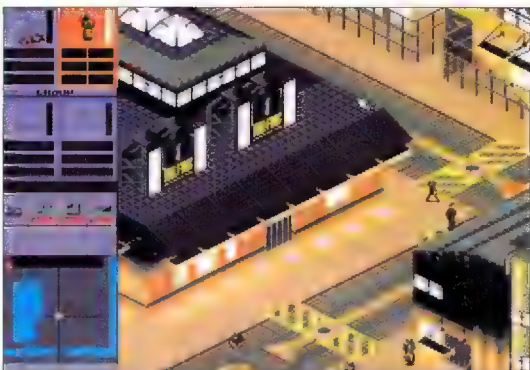


If in doubt, blow it up! That's the only way to succeed in the violent world of *Syndicate*.



## Preview

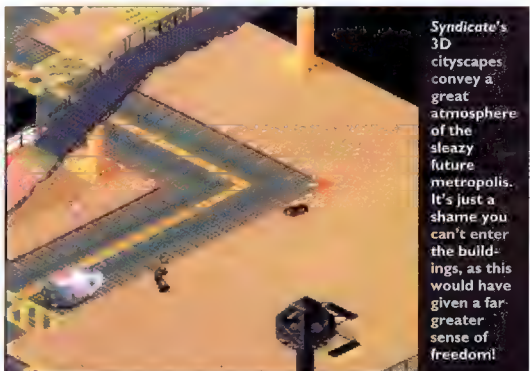
PUBLISHER: CDS ■ PRICE: £24.95  
DEVELOPER: S.M. P. ■ OUT: TBA



How best to describe *Syndicate*? Well, perhaps a cross between *Canon Fodder* and *Populous*. It's a blend of strategy, research and action, with a whole load of sick and gratuitous violence thrown in for good measure.



Another poor sucker gets a gutful of lead. Dead bodies and pools of blood are all part of your future shopping experience!



*Syndicate's* 3D cityscapes convey a great atmosphere of the sleazy future metropolis. It's just a shame you can't enter the buildings, as this would have given a far greater sense of freedom!



# CD interview

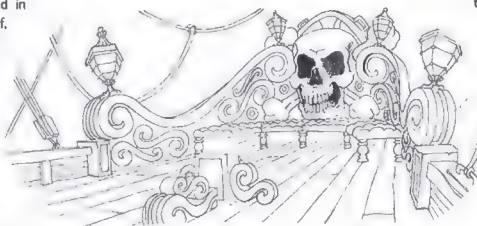
*Simon the Sorcerer* was one of the best point n' click adventures to grace the Amiga and the CD32 version featured an impressive audio soundtrack courtesy of Red Dwarf's Chris Barrie. Now the eagerly awaited sequel's on the way, so we toddled on down to Adventuresoft to check it out.

**A**dventure Soft, headed by Mike Woodruffe, are nearing completion of *Simon the Sorcerer 2*. With the recent release of the original game on PC and CD32, it seems surprising that a sequel is so close behind, but a special engine written by the Adventure Soft team means that most of the hard work is already done. To put it in its simplistic form, the graphics and storyline are the time-consuming part. In effect this engine is a sophisticated language, and instructions are placed in it to perform most of the tasks. If that sounds a mite heavy, it certainly has proved its worth, for it's basically the same engine that was perfected a good few years ago while Keith Wadhams was working with Mike on some of the Horrorsoft titles.

If you have seen and played the brilliant audio version of *Simon the Sorcerer*, then what you get with the follow-up is basically the same, but with oodles more animation and more interaction with people and puzzles. Whereas *Simon 1* was written for floppy with an enhanced version for CD, this has been written primarily with CD in mind, which changes the emphasis of the game in that conversation is much more important. Fret not all you floppy owners, for a cut-down version will also be on offer.

One of the nicest features regarding *Simon* is its non-linear approach, cryptic humour and the sheer size of the programme. The fact that *Simon 2* will be improved in every area is quite a quote from the man himself, so start saving your little wad, for it looks like this could well be on the shelves by May.

The basic idea of the game is that Sordid, who Simon killed at the end of the first game, is brought back to life by accident in the opening sequence. A farmer's boy called Runt, who is very keen on magic and the black arts, gets hold of Sordid's spell book and is caught by his father reading it. He then burns it and throws the burning embers onto the floor, but it happens to land on a magical square that Runt has drawn, having the effect of bringing Sordid back to life. He then enlists Runt as his assistant and sends a magical wardrobe to Simon's universe to bring him to the magical kingdom in order to get his revenge. Hence the sub-title to the game *The Lion, the Wizard and the Wardrobe*. It moves on to Simon's bedroom where he unexpectedly sees the appearance of a wardrobe; he looks inside and it transforms him to Calypso's magic emporium. As



the wardrobe lands it breaks up and Calypso promises Simon he will fix it if he can find Mucozade, which is needed to power the wardrobe. The only place you can get this fuel is from the castle treasury, and the whole game is centered around this. Some experiences Simon will encounter include ending up on a Pirate's ship, getting ship-wrecked, and finding himself on a desert island with a genie.

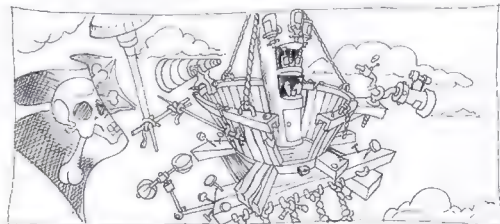
There are a lot of good ideas and puzzles in *Simon 2*; alas there's no action sequences, but to compensate there's lots of magic, much more than in the first game.

"Adventure games should be adventure games - once you add action it become a question of luck or hand to eye co-ordination - something I think is wrong", commented Mike Woodruffe. Mike is also more than pleased with this second offering, and believes that if there were any flaws in the first saga then they have all been rectified in *Simon 2*. The specs behind the game make impressive reading - over 100 background pics, over 50,000 different animation clips, over 5000 digitised speech samples, over 100 speaking characters, hundreds of digitised sound effects and puzzles running through the game that add well into the hundreds.

In total, the game has taken seven full-time graphic artists to put together, and has taken nearly 18 months to complete. When you consider that the engine for the programme had already been written, that means a lot of graphics and puzzles have been the main focus for the game. The sequence starts with pencil drawings which are then painted and scanned into the game. Afterwards the animation process follows. This consists of thousands of different frames, giving the game a truly fluid look and feel. Mike Woodruffe has been around a good few years, with his previous works all adventure



INSANE SOCIETY & TATTOO PARLOUR

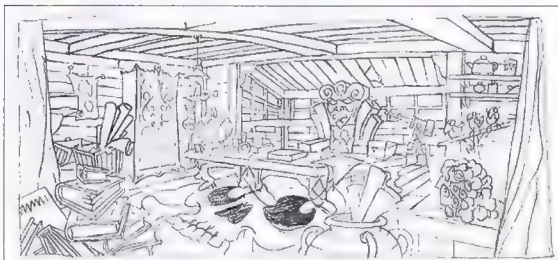


CROWN'S NEST

One of the many drawings for the design of *Simon the Sorcerer 2*. Insane society sounds a cool name for a club, I think we could all do with checking it out, especially Miles!



# ACG meets Mike Woodruffe



As the game is still at an early stage, these drawing are the closest idea we have of how Simon the Sorcerer's going to look. With any luck, it should be as visually impressive, if not better, than the first.

games, and, being a keen fan of Lucas Arts, he knows what the average player should expect.

Diversity of game scenario and characters are also an important facet of the game, and include some firm favourites from the first offering. The Swamping has opened a fast food restaurant, Calypso is running a Magic Emporium, Max and Gerald are royal baby-sitters, the WoodWorm has gone into the carving business and Sordid is planning an unwelcome return. With a whole wealth of new characters entering into the fray, there are lots of fun and frolics in store.

A new icon panel will also make the game even more intuitive, these new point and click controls being - push/pull, look at, open, close, pick up, talk, wear, use and give. More additions include scrolling backdrops, which were not incorporated in *Simon 1*, control Verbs have been replaced with easily-interpreted icons, which makes doing and undertaking tasks very easy. Highlighting objects has been added too, so you don't need to search around as only the relevant ones will appear. One of the neatest additions (and there are loads) is the Map screen that scrolls and shows where the player has been, giving you a good overview of where you have not explored - just click on a spot on the map and, hey presto, you are there! Can you also believe there is a special language filter to tone down some of the rude words, so that younger players can get into the adventure!

Because the story is so strong it would spoil it by giving away the plot of the game, but some scenarios include Genies Cave, Sewers, Goblin's Camp, Mucuswampings, Dark Woods, Island, Ante Room Nurse, the Crow Nest on the boat, Dark Tower, Pet Shop, and many others. ■



Hello Mike Woodruffe I presume! Here's the main man himself and I must say he looks very dapper in that lovely tank top. I have two myself, you know!!

## A quick chat with Mike himself .....

### WHAT DO YOU FEEL IS THE STRONGEST FEATURE OF *SIMON 2* - THE STORYLINE, GRAPHICS OR INTERFACE?

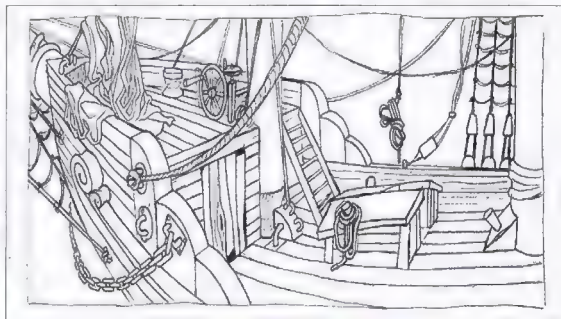
All three. A top-quality adventure needs a strong blend of all three. The storyline needs to be strong to keep the players interest; after all there's nothing worse than a weak plot. That applies to all entertainment media whether it be cinema, literature or computer games. The graphics need to be excellent to grab the player's attention and keep them wanting to see more. The interface needs to be effective and intuitive. It should not impede the player. The player should also be able to play the game initially without needing to dig through the manual to find the explanation for how the interface works.

### HOW LONG DID IT TAKE TO WRITE THE ACTUAL STORYLINE, AND IS THIS A FEATURE YOU ENJOY, ESPECIALLY ADDING THE PUZZLES?

The storyline has been evolving since August 1993, this was before we had finished *Simon 1*, and subtle changes are still being made now. The story was written by my son Simon, who is now working full time for Adventure Soft as a game designer and programmer. He certainly enjoys the initial stages of writing a story, but he agonises over some of the details and this can be quite a painful process for anyone within earshot!

### DO YOU FEEL THAT THE CURRENT CROP OF ADVENTURE GAMES ALL LOOK GOOD WITH VIDEO FOOTAGE, BUT LACK THE ABILITY TO REALLY IMMERSE THE PLAYER IN THE SCENARIO?

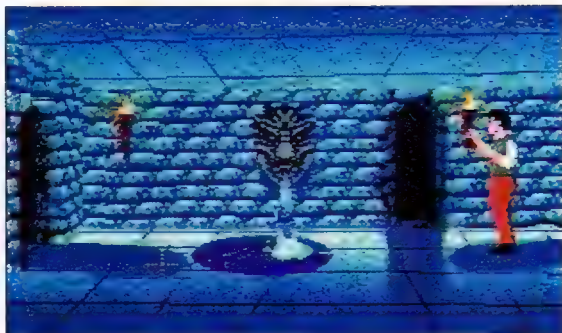
My personal feelings are that no-one has yet produced an adventure which uses digitised graphics and gives the player a sense of credibility. The games just do not work. There have been several recent releases that used rendered animation for the main characters, and they do not produce any sort of credible imagery that the player can relate to. *Simon the Sorcerer 2* uses cartoon-style animation and backdrops that are very credible in the eyes of the player. We, the human race, have been watching cartoon-style imagery for a long time on television and at the cinema and are very comfortable with the style of graphics, and we have learnt to relate to the characters on the screen totally.





# CD feature

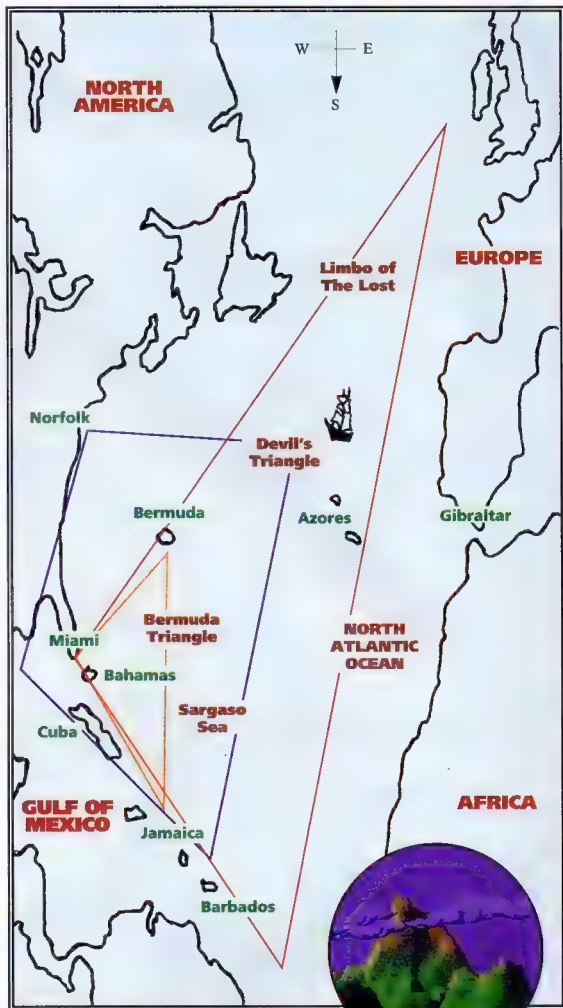
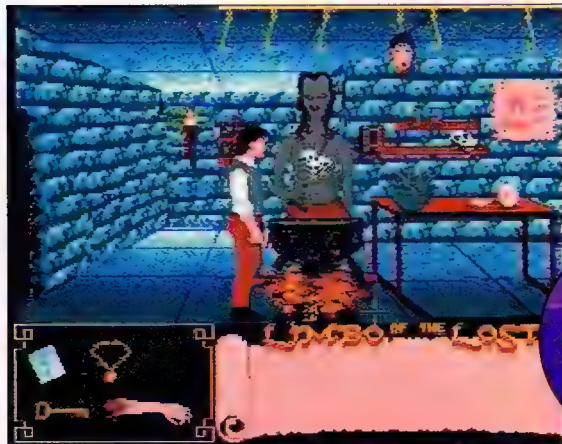
Never one to miss a trick, when our roaming editor heard tell of a newbie on the way from Jetstrike creators Rasputin, he was on the first train up to Orpington, Joystick in hand, to get the full lowdown...



Computer games have come in countless shapes and sizes down the years. From platformers to RPGs, from beat-'em-ups to adventures, from puzzles to shooters. Nearly 99.9% however are based purely on fiction. That however is where Rasputin's forthcoming point n' click epic differs from so many to have gone before. The plot follows probably the most famous maritime mystery of all time — that of the Mary Celeste. Nope, that's not a spelling mistake. Apparently, and I have this on good authority, that was how the ship was officially named. It should have been Marie Celeste as is the common misconception, but the rather dim artist commissioned to do the job got it wrong. So now you know eh. This mag's educational as well as being a blimmin' good read!

Anyway, in this, the first part of our special work-in-progress, we'll chart the history of the mystery (woah, poetry) and take a look at the facts.

The ship was built in 1860 and first set sail under the name Amazon and right from the beginning she became a focal point for all sorts of bad luck. A Scotsman by the name of Robert McLellan became her first Captain but within a short time of his



appointment he died of a mystery illness. His replacement, John Nutting Parker skippered her first voyage but this

was to end in disaster as she hit a fishing weir and had to return to the shipyard for major repairs. Then, while undergoing the work a fire broke out killing Parker. Finally she crossed the Atlantic and all went well until a collision in the Straits of Dover which resulted in the sinking of the other vessel. No doubt concerned about this latest episode in an extraordinary history trouble the latest in line of command decided to cut his losses and seek a new command elsewhere. Wise bloke!

And so, with a new crew and new Cap'n at the helm the Amazon headed back Stateside where she ran aground.

After that the ship was sold several times after her various owners suffered at her expense until she re-emerged under the



# Lost in Limbo



now famous monicker Mary Celeste.

The first skipper of the newly named vessel was a man by the name of Benjamin Spooner Briggs. The full crew which set sail from New York on 5 September 1872 consisted of Briggs, his wife and son, first and second mates, a cook and four seamen. None of them ever returned.

Drinking from the pool proves a hazardous occupation as the inhabitants therein don't take too kindly to such interruptions. Should have tried the fountain.



The next time the Mary Celeste was sighted was a month later by the vessel Dei Gratia. Alerted by the way the ship seemed to be drifting randomly the crew decided to investigate and after several unsuccessful attempts to signal her they eventually went aboard to find the ship deserted. Other than a missing rowing boat and odd



sundry items the ship was perfectly seaworthy. What happened to the crew nobody knows.

The empty hulk was found drifting in that most famous and mysterious of areas known as the Bermuda triangle and is just one of many vessels, both air and sea to have met with a sinister and unexplained fate.

The game itself is concerned with what actually happened to the crew. A nifty idea if you think about it. A story based on true events yet totally open

ended. The original idea was actually conceived in a pub five years ago but it wasn't until later on that the Mary Celeste tie-in was dreamt up. So what did happen?

A couple of weeks into the voyage and the sea fell calm leaving the ship stranded in still water. A strange mist then descended which seemed to affect the navigation equipment and the ship drifted for some time before grounding on a strange island. Briggs sent some members of the crew ashore to search for supplies and wood but they never returned. A few days later and still with no obvious means of refloating the ship, a storm blew up and Briggs ordered everyone ashore for reasons of safety. However the storm served to lift the ship off the rocks and away she floated, leaving the party marooned.



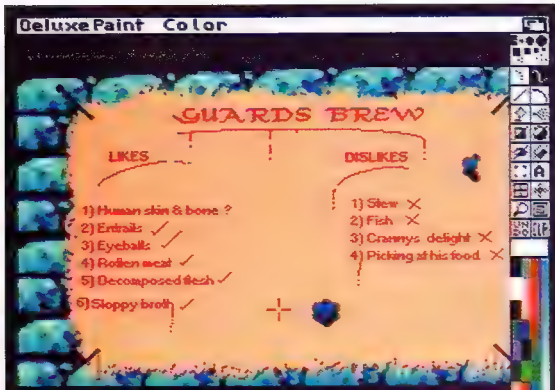
And so off sets Briggs on a strange adventure which'll eventually see him take on the Four Horsemen of the Apocalypse — Death, Pestilence, Famine and Plague.

When the game's finally completed there'll be around about 50 locations to visit, divided into five levels of varying size. Completion of each will earn a password so they'll be none of that wandering about completing previously solved puzzles.

One of the most pleasing aspects of the game will be the way everything on-screen will be 'interactable'. Not everything will have a function but trying different things out will bring up unique responses. Afterall, who hasn't got righteously ticked off with seeing 'You can't do that' or 'You see nothing of interest' messages popping up







What strange taste the guard has. And why is there a question mark next to 'human skin and bone'. Could this be a clue perchance? Gosh, aren't I perceptive!!

every 17 seconds. In Limbo you'll be able to peer through windows, drink from fountains and basically behave and do as you wish.

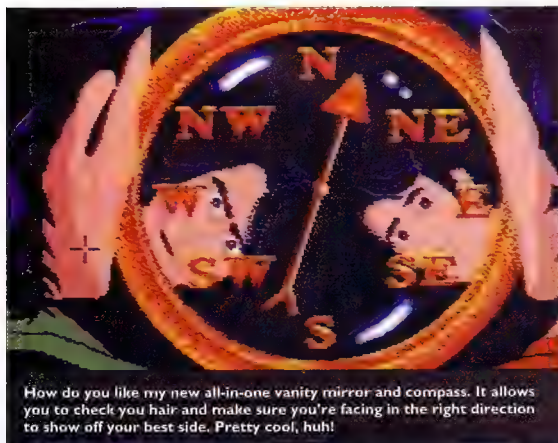
One big selling point will be in the packaging. A 20 minute video will be included setting the scene for the game with atmospheric animation and an epic orchestral soundtrack. There's a slideshow on this month cover CD but that really can't do it justice. It's already been in development for 6 1/2 months, and that's only to the basic stage!

There'll also be loads of background to really get you involved in the storyline and possibly even a prize on offer for the first person to complete the game but that's not fully decided as yet. What we do know is that the whole thing looks pretty special so far with a nice, simple user interface, loads of excellent cut sequences and challenging but logical problems. Full speech has been included but mercifully the voices have been kept sensible. Who can forget those two appalling Brummie security guards, Sam and Norville, in Beneath a Steel Sky. Ugh!

There's still a fair bit of work to be done, refining, tweaking and debugging but we'll continue to keep you abreast of developments on the most intriguing CD32 title for quite some time. ■



A bit of Ultra Clearsil should do the job on those nasty zits mate. Oh, I didn't realise you were supposed to be Arnie from Terminator 2. Sorry!



How do you like my new all-in-one vanity mirror and compass. It allows you to check you hair and make sure you're facing in the right direction to show off your best side. Pretty cool, huh!

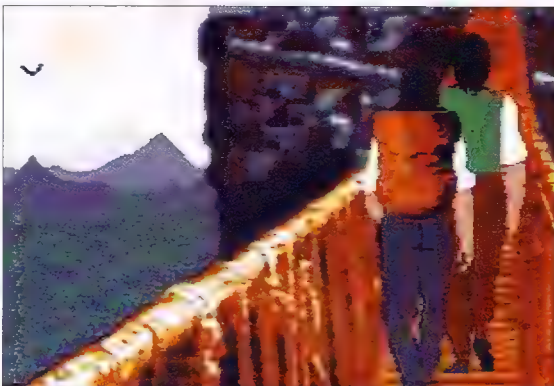




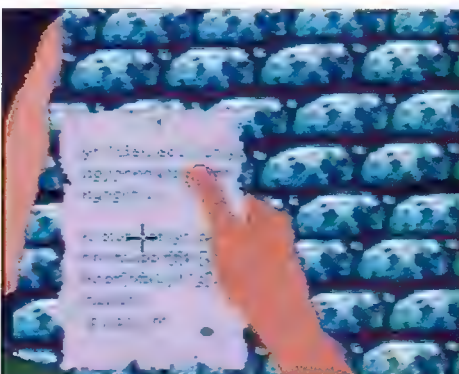
A pleasant epitaph for our poor, defunct hero. Time to try again, methinks.



Here lies the body  
of  
Captain Benjamin Spooner Briggs  
Whose tortured soul remains  
in  
Limbo for eternity.



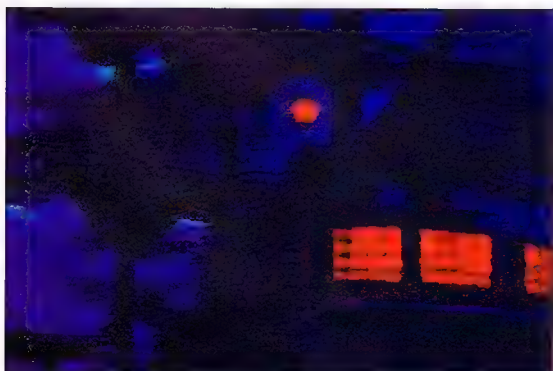
Our heroes prepare to do their Indiana Jones bit as they traverse the bottomless ravine via a decidedly rickety-looking rope bridge. In the distance a buzzard circles, probably waiting for the afternoon edition of *Home and Away*.



Bloomin' typical, innit? You think of something really important but all you've got is a bit of bog roll to write on, and when you get home you can't read the pesky thing!



Excuse me young lady. Don't you know it's dangerous to wander off with strange men?



A decidedly shifty look leads one to wonder what this fellow's been up to.





# CD feature

The CD32 is thought of as primarily a games machine, but it is capable of much more than that. Optonica is a company experienced in exploring the wider possibilities of the Amiga hardware, and are responsible for several CD32 compatible products. Read on to find out what they're all about!

## GETTING STARTED

**T**he directors of Optonica Ltd have been involved with Commodore development since 1987, and were the first developers in the world to learn of CDTV. In fact, as directors of Digigraphic Ltd (a now defunct company) they produced the first ever CDTV demo shown by Commodore USA at the Winter CES show in Las Vegas, and gave a talk to American developers the first time they were shown CDTV in Los Angeles. Digigraphic Ltd was sadly forced into liquidation in March 1991, and Optonica Ltd established in June 1991 by Lee Gibson to concentrate on multimedia developments. In January 1992, Kevin Stevens joined as Technical Director. During the first year Optonica worked on a joint development with Commodore USA, INSIGHT: Technology, an interactive CD, to be published by them. Optonica also formed an association with CD Interactive Ltd (a manufacturer of Video walls in the UK) and it's parent company The Mortimer Group.

Since this time, the company has continued to work on software development for the CDI Video wall systems, allowing them to be tailored to vertical markets, for example sporting venues and retail chains.

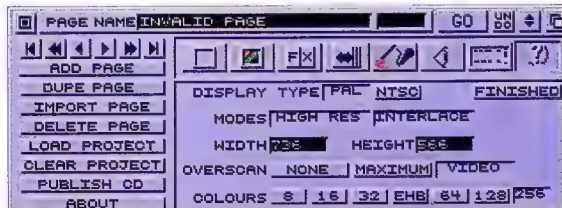
## SO, WHAT'S IT ALL ABOUT?

Optonica Ltd was formed in June 1991 as a multimedia software development and publishing company, to produce compact disc-based interactive reference titles for the consumer market, and to provide bespoke interactive multimedia packages for use in industry. One of the primary aims of the company at this point was to establish an infrastructure which was equally balanced between software engineering and multi-media production. Even today, most 'multi-media' companies are either software development or production companies, very rarely both.

Here are some brief profiles of the people who make it all happen.

### Lee Gibson — Managing Director

Responsible for day to day management, active in the areas of marketing, project design and special projects Director, ensuring that all products are of a consistently high standard. Lee's technical background allows him to act as the ideal interface between the creative world of programmers and designers and the real world of corporate clients and commercial reality.



"Interplay is an authoring system for producing quality CD32 applications. It's completely optimised for producing CD32 titles, giving such features as controller support, quick access loading screen, fast CD reads, optimised animation playback and triple buffer audio for simultaneous sound and images."

### Kevin Stevens — Technical Director

Kevin heads up the software development department, and is still very active in specifying and developing software to maintain close control over the output of the other software engineers.

### Daren Church and Philip Davies — Software Engineers

Both Daren and Philip are accomplished 'C' and Assembler programmers on all Commodore Amiga, CD32 and PC platforms. Most software engineering undertaken falls into the category of multimedia authoring systems, data conversion and management systems and bespoke projects for clients.

### Mark Smith — Multi-Media Manager

Mark has overall day to day control of each project undertaken within the production department, as well as having a broad grounding in multimedia production, his specialist area is authoring various platforms.

### Carlos Rosas — Multimedia Designer

Carlos has a broad base of multimedia production skills, his specialist area is 3D computer imaging.

### Christopher Gilliam — Multimedia Designer

Christopher specialises in photography, video shooting, editing and production.

Optonica Ltd are part of the Mortimer Group of companies (who hold a 51% stake). The Mortimer Group's interests include warehousing and distribution, plastics, high power electrical devices and AV supplies, including own manufactured Video Walls and Video Cubes. This gives Optonica a great deal of financial security, and has allowed them an extended research and development period in which to gain an advantage over would-be competitors.

Optonica's projects are generally of two flavours including their own titles and multimedia applications for the consumer market.

PANDORAS CD (Interactive reference CD-CD32 & CDTV)

INSIGHT: TECHNOLOGY (Interactive reference CD - CD32 & CDTV)

INSIGHT: DINOSAURS (Interactive reference CD - CD32 & CDTV)

INSIGHT: LIVING BODY (Interactive reference CD, still in development - CD32)

INTERPLAY (a multimedia authoring system, used for Optonica titles - Amiga for CD32)

VIDEOSTREAM (CDXL video production system, still in development - Amiga)

SIMPATICA (Single frame video rendering system - Amiga)

VIDEO TIMELAPSE (Software time lapse system - Amiga)

InfoNEXUS (a media file manager - Amiga)

DataNEXUS (a multimedia database system - Amiga)

MediaNEXUS (inter platform file converter, still in development - Amiga)

These products are sold internationally via overseas distributors, the largest single market being Germany.

## PROFESSIONAL AND INDUSTRIAL PROJECTS

The majority of industrial projects are done in conjunction with Optonica's sister company CDI Ltd (also a member of the Mortimer Group), who design and manufacture video wall systems in the UK, although most are sold/installed in the USA. Optonica are solely responsible for system specification, software development, media productions, commissioning and training for the CDI special projects.

### STUDIO VIP

This is an Amiga software system developed for use with the CDI video, which allows a full production and presentations system to be installed with integral video digitising, video wall control, video & laser disc control and point to multimedia point data uplink.

### SUPERBOWL

Another Amiga software system developed by us for use with the CDI video wall to allow the wall to be used within sporting venues. It features real time animations, scoreboard, clock, scrolling messages, stats and software controlled video sourcing from video decks and even cameras.



# Get Serious!

BEHIND THE SCENES : A COMPANY PROFILE



## WOLVERHAMPTON WANDERERS FC

The company was responsible for the installation of two 24x30 foot video wall scoreboards in the corners of the impressive new £14 million stadium and the whole system is driven by two linked Amigas and using both the Studio VIP and Superbowl software systems. Optonica were also responsible for all graphic, animation and video production utilised throughout each match.

CDI and Optonica are currently working closely with Pioneer to produce the CDI/Pioneer Super Screen System, which is similar to the system in use at Molyneux. Eventually it'll be installed in around ten clubs across the country. Again, Optonica will be responsible for producing all realtime animations for each club (around 250 animations in all) which will all be developed in 3D.

For this purpose they have installed a 3 deck video edit suite with associated equipment including broadcast genlock (for mixing computer images and video) and a PAR record & capture system which allows the realtime recording of complex 3D computer animated sequences. In addition there are two video cameras with associated tripods & red head lighting system. Also in extensive use within the multimedia domain is video.

Optonica have considerable graphic design expertise in both 2D and 3D formats, one of the reasons why their multimedia CD's are so well received is due to the fact that so much time and effort is put into stylised, from scratch artwork on both graphics and animations. Various various paintbox systems are used (24 bit and less) and are able to produce images and animations in all popular formats.

For 3D images and animations, Imagine and Lightwave on the Amiga are used, plus a 3D object digitiser. Soon to be added to the already impressive set-up is a dec Alpha Warthog system for ultra-fast 3D image rendering.

## AUDIO FACILITIES (MUSIC AND VOICE-OVER)

Voiceovers for the various projects (like the Dinosaurs reference CD we'll be covering next month) are all completed by professional voiceover artists in an appropriate recording studio.

Music is generally from one of two sources. Firstly, they maintain their own CD-based production music library (with around 1,000 CD's to choose from), but if something original is needed, then a quick call to the local audio/music production company usually does the trick. Once the analogue voice-over/music is available, a Sunrise Studio 16 sam-

pler system is used to convert these sounds into digital format ready for use.

## IMAGE GENERATION

2D images are produced by using in house facilities such as D-paint, Brilliance or Photogenics. A colour flatbed scanner is used for print/transparency scanning and a Rostrum Camera realtime 24 Bit image grabber. 3D images are produced using 3D models created directly in a modeller with 3D digitiser, or are purchased complete. The 3D images are then rendered using Imagine or Lightwave.

3D sequences for use in Video production are realtime recorded via PAR. Video image sequences use a PAR Realtime Digital video recorder direct to dedicated 1.75Gig hard disk. These files can then be image processed (rotoscoping etc) before being returned to analogue video or image processed (converted to picture sequences or animations) for multimedia use. The system is comprised of 10 big box Amiga's and 2 PC's all networked together.

## DATA STORAGE

Optonica operate on a local/central network storage scheme. Every computer at Optonica is networked, and each machine has it's own local hard drive (usually 200Mb, but up to 650 Mb if required) for 'on going' and 'scratch' work. The computer dedicated to AV work has a central store currently running at four GigaBytes (soon to be upgraded to 13 GigaBytes) with an eight GigaByte DAT backup system. This central system is used as the finished product and multimedia resources store accessible by everyone. The whole system is backed up to DAT tape (on site and off site copies for security) every two weeks.

## HUMAN FACTOR/ERGONOMIC EXPERTISE

In terms of design, style and navigation within our products, the only real answer to this one is experience and knowledge of the limitations of the delivery medium, of user perceptions and expectations and finally commercial limitations. To date, we have had the privilege of only being involved on projects (including our own titles) which have had a genuine level of interest to the multimedia designers. We actively encourage them to get involved with the subject matter for each project, as only by doing this can we create productions which are tightly coupled, well targeted, informative, fun and of which everyone involved can be proud.





## WHAT'S IN IT FOR US?

Here are just some of the products which might interest the more serious minded Amiga and CD32 user.

### PANDORA'S CD

Price £4.99

Pandora's CD was the first release. This title is designed to bring the concept of multimedia to the masses. It includes music, CDXL video, sound effects libraries, texture libraries, clip art and combined with such features as a jukebox, children's games, point of sale demos and point of information demos. It sells for only £4.99 and is suitable for use on a CDTV, A570, third party CD ROM drives and CD32.

### INSIGHT TECHNOLOGY

Price: £39.95

Insight Technology was the first full price CD release. It's really a kind of 'How Do They Do That' on CD. Covering 260 topics from the ball point pen to the space shuttle, it explains how they work using photographs, animations, video and text to explain the sometimes complicated area of modern day technology. The use of multimedia makes this subject matter far more stimulating to anyone using the CD, so that you can't help but learn by just browsing through it.

### INSIGHT : LIVING BODY

Price: £39.95

A home reference coffee table encyclopedia, rich in multimedia, covers anatomy and many satellite topics including, drugs, sex, first aid, diseases, ageing, smoking & alcohol abuse. Much time and effort has been put into the paintbox graphics for this project.

### INTERPLAY

Price: £750.00

Interplay is a unique authoring system for producing high quality CD32 applications. It is optimised for producing CD32 titles, giving such features as controller support, quick access loading screen, fast CD reads, optimised animation playback, triple buffer audio for simultaneous sound and images, CD project management, ISO prep and much more.

All of Optonica's CD based products were produced with Interplay. This program makes the construction of titles like their range really easy for non-programmers. Interplay has also been used on the following projects: several magazine cover CD's, Chesterfield Zoo interactive system and Weird Science Assassins CD, to name but a few.

### InfoNEXUS

Price: £29.95

InfoNEXUS, a multimedia file management system boasting all of the features of products such as Directory Opus and then some at a much lower price. In addition to the usual file manager features, InfoNEXUS also has Network support built in for device mounting, chat, mail and remote screen grabs.

### DataNEXUS

Price: £29.95

DataNEXUS is a powerful flat file multimedia Database. It features a visual label/form print layout system and versatile find and search facilities. DataNEXUS supports just about any type of Media file you throw at it including scripts, programs, text docs, sound, music, pictures, animations, CDXL and Amiga Data Types.

### SIMPATICA + VIDEO TIMELAPSE

Price: £350.00

For those that cannot afford to splash out on a PAR card, Simpatica gives exactly the same results when it comes to rendering high quality 24 bit Amiga graphics to video tape, albeit at a slower rate.

## UP AND COMING

The following section outlines a few of the up and coming products and projects at Optonica which include the Amiga.



### INTERPLAY 2

Interplay 2 will actually be released under a new name within an increased product range. The new features include: Integral ISO image building, Project chaining, pages up to 256 colours in any resolution (Interplay was 64 col 320x256), Animated menus, motion icons, full Arrex command set, plus other smaller features too numerous to mention.

### MediaNEXUS

MediaNEXUS is an inter-platform media file converter, and will have the facility to convert images, animations, video, text, samples and music between different platform formats, ie, Amiga to PC, PC to Amiga, Amiga to MAC etc. It will also automatically Amiga long filenames and convert them into PC 8 and 3 format intelligently.

### VIDEOSTREAM

Video stream is a point and click application which allows users to quickly and simply create CDXL video sequences from various sources with lip-synched audio. Sources can be any video edit deck with RS422 port (with supplied hardware deck control), PAR card support, 24 bit sequences, Amiga picture sequences and animations. These sources can be mixed to form a single video file. In addition, there are options from CDXL audio and video editing, Background editor and a full audio post-production facility for modifying existing CDXL audio.

## IN CONCLUSION

As well as producing software of the highest quality, Optonica have been working with industry in multimedia design and production. This means that as well as being able to produce top rated CDs for the Amiga, they are able to put the Amiga and CD32 to far more serious uses.

As the CD titles were being developed, they needed tools that would make their lives easier, tools like file managers and databases where information gathered during the software production could be accessed easily and quickly.

Using all the technical skills built up over the years they are now able to produce multimedia systems for use in museums, schools and training for industry.

One of the areas in which the Amiga excels is in combining graphics, sound and animations into multimedia presentations. This is one reason why the Amiga was chosen as the platform for Optonica's range of multimedia titles. At the time it was the only platform that could cope with the high standard demanded of graphics and sound. Without a doubt the PC has made inroads into the multimedia field, however there is still one major benefit of having or buying an Amiga or CD32 in the future and that is the price. For the PC to compete with the highest standard of Amiga graphics and sound you need to be using a high end multimedia 486 based machine or even a Pentium to have a chance. This means that the standard hardware found in a CD32 is as capable in multimedia as a PC machine priced around £1500 and when a project needs hundreds or even thousands of machines for multi site use (for example in a Point of sale environment) the savings can run into hundreds of thousands of pounds.

Optonica will continue to support the Amiga for as long as there is a market for their products and probably long after that, they'll be using Amigas for their production work.

Right then. If that all sounded a bit heavy don't worry. Next month we'll bring you a demo and review of the Insight: Dinosaurs CD and it really is rather good — I can tell you that now.

**Anyone wishing to contact Optonica about any of the products mentioned can do so at the following address :**

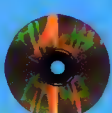
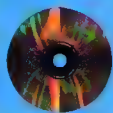
**Company Profile, Optonica Ltd, 1 The Terrace, High Street, Lutterworth, Leicestershire, England, LE17 4BA**

**TEL: 01 455 558282 (International 010 44 455 558282)**

**FAX: 01 455 559386 (International 010 44 455 559386)**



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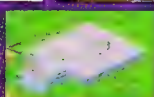
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(rated 18) • Turkish Delight (rated 18) • History of the World Cup \*

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# CD feature

Don't get left behind in the CD-ROM race. Andrew Delay, Paul Rigby and Derek Dela Fuente test drive four CD-Roms, look at CD options for older Amigas, play software from other platforms and share their findings with you.

**T**here was a time when a 5.25 inch disc drive was an essential add-on for any IBM PC or compatible. These days, you are behind the times if your 5.25 inch bay is not fitted with a double-speed CD-Rom drive. In fact, more and more new systems are being sold with CD-Rom drives fitted as standard.

With this in mind, it is hardly surprising to learn that the PC has been instrumental in the success of the CD-Rom media. But what about Amiga owners - what options do they have?

Well, despite the lack of official offerings from Commodore (Yes, the CD1200 does exist, yes - it does work, yes - I have played with one, but - no, it has not been released in the UK, and CBM won't give a release date) there are plenty of third-party solutions, or so I found out when the Ed asked me to look into the various options available (Good man - paternalistic Ed).

Even owners of older machines such as the A500 and A600 can get in on the act, and, if you are interested, you will find some recommendations elsewhere in this article. For those of you with an A1200, or any of the big box Amigas, you will find a number of choices.

## MITSUMI FX001D AND TANDEM CONTROLLER

First to arrive was the Mitsumi FX001D and the Alfa Data Tandem CD+IDE Controller, courtesy of **Power Computing**, who can be contacted on : (0234) 27300.

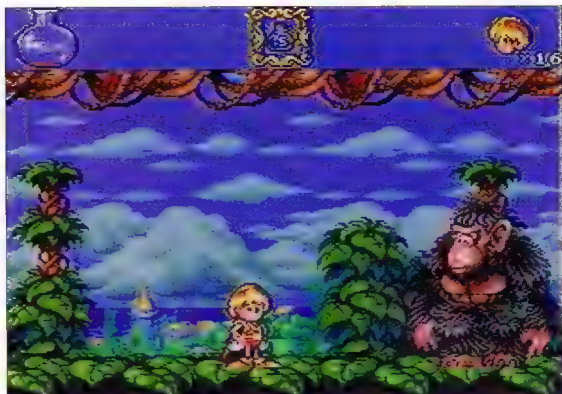
The Tandem CD+IDE is a multi-function controller card that fits into any vacant Zorro slot in your A1500, A2000, A3000 or A4000. You need to be running Kickstart and Workbench 2.04 or above, and have at least 1Mb of RAM for the unit to work.

Once fitted, it provides a CD-Rom controller for the Mitsumi range of drives, which include the LU005, the single-speed FX001S and the double-speed FX001D, and, in addition to this, it also provides you with an IDE controller that supports the majority of IDE hard drives.

The FX001D is a double-speed device that is capable of achieving transfer rates of between 300 and 350 Kilobytes per second. When compared to your average drive, this is a respectable level of performance. To put this into real terms, you should take a quick look at the Speed Trials section elsewhere.

Fitting both the controller and the drive is a straightforward task, assuming you have a spare 5.25 inch disk drive bay, although I have to say that there were no fixing screws in the pack, so I had to improvise when securing the drive. It is also worth pointing out that, where the A4000 is concerned, it is an extremely tight fit.

When fitting the unit to an A4000, you will find that the power connector that you push into the back of the FX001D almost touches the PSU's fan, and, as I found out, the cables can obstruct the fan, causing it to jam. Fiddling with the cables should rectify any problems, but moving the machine could cause the wires to foul the fan again. You will also find that the drive does not sit flush with the A4000's front fascia, sticking out by a few millimetres.



The positioning of the open/close button, which is beneath the right-hand side of the CD tray, is far from ideal. When you press the button, the tray comes out fully, and, in doing so, this makes it awkward to press the button to retract the tray. You get used to it after a while, but it is still annoying.

At the rear of the drive you will find an audio line out connector. If you have an A4000, you will be able to knock up a lead and connect it to the machine's three-way 0.1 inch audio connector. Failing that, the unit has a car phone socket and a volume control on the front of the machine.

The software that is supplied with the Tandem Controller installs suitable drivers to control the device plus several handy utilities for making the most of the Mitsumi drive.

You will find that the device driver is able to automatically utilise all the drive's features, such as double-speed operation, audio playback, Photo CD and multi-session support. It also handles CDs produced to industrial standard ISO-9660, and, should you wish, you can send for a version of the driver that supports both the Rockridge and Mac filing systems.

The utilities include :

**CDSPrefs** - enables you to tweak the settings of the CD filing system cache

**Eject CD** - opens up a little window with an open/close button in it. Useful when you take into consideration my comments concerning the positioning of the open/close button

**KillDev** - unmounts the CD-Rom device

**PlayCD** - allows you to play audio CDs. Alternatively, you can use **Juke Box** (a shareware equivalent to PlayCD) that provides more extensive options. This is also included in the disc.

**FindCD** - creates the environment variables that are required during installation, and is of no real interest to most users

The drive itself has proven to be a good solid workhorse, having been around in the PC world for quite a long time now, and should give many years of trouble-free operation.

## SPEED TRIALS

Transferring a 384452 byte file to :	RAM	Double Density Floppy
TOSHIBA XM4101B	4.7 seconds	46 seconds
MITSUMI FX001D	4.8 seconds	51 seconds
ZAPPO CD-ROM	5.2 seconds	71 seconds

## TOSHIBA XM4101B

The next big box option to arrive was the Toshiba XM4101B from **White Knight Technology**, who can be contacted on : (0992) 714539. I had actually heard a lot of good things about this drive, so I was eager to see if it lived up to its reputation. The Toshiba is a standard SCSI unit compatible with any SCSI or SCSI II controller.

If you already have an SCSI card fitted, then installing the drive is a real doddle. The unit, which is slightly shorter than the Mitsumi, slides into the bay nicely, and, even on an



# Time To Buy



A4000, leaves plenty of clear room at the rear. It also fits flush with the A4000's front panel.

The eject button is situated on the CD tray itself, making it easily accessible. Pressing the button opens the tray a short way, leaving it down to you to pull the tray fully out. Once a disc has been inserted or removed, you then push the tray back into the drive. Whilst this initially felt odd, I soon got used to it, and I actually prefer it to the fully automatic mechanism on the Mitsumi.

In terms of speed, the quoted figures are similar to the Mitsumi but in operation, as the speed trials show, the Toshiba won by a nose length.

The Toshiba drives, being SCSI devices, have not been designed with any particular platform in mind, and, as a result, do not come supplied with any official driver software.

Fortunately, there is a very good PD filing system called AmiCDROM, which is currently at version 1.10. Being a DOS device, it means that you can access the files on a CD just like you would on any other device. That is, assuming you are not trying to write to them.

Installation of the software is pretty straightforward, as long as you follow the instructions. A4000 owners with IDE hard drives fitted may find that they need to alter the device name in the CDO mount script from "scsi.device" to "2nd SCSI device", because the IDE device assumes the former name. But, apart from that, it is relatively plain sailing.

AmiCDROM provides support for Amiga DOS, ISO-9660, Rock Ridge Interchange Protocol and the Macintosh HFS format. It also supports multi-session PhotoCD discs, and, with the correct software, you will be able to view your pictures. It also recognises audio CDs. When it encounters one, it places an icon called CDA on the Workbench. Clicking on this starts the CD playing.

If you want more control over the playing of your audio CDs, then you should get hold of a copy of Juke Box. The Shareware utility turns your machine into a high spec CD player.

As with the Mitsumi, you will find an audio connector at the rear of the drive, and, on the front, there is an ear socket and a volume control.

This is an exceptionally good CD-Rom drive. As you would expect from a company of Toshiba's standing, the XM4101B is a quality drive in every sense of the word. So far, both the drives we have looked at have been for the bigger Zorro-equipped machines, which is not much good for A1200 owners. Actually, any internal SCSI CD-Rom drive could be connected to an A1200, assuming you have a SCSI interface fitted, but there is a much better option .....

## ZAPPO CD-ROM

Archos, the people responsible for the Overdrive PCMCIA hard drive unit for the A1200, have developed the Overdrive CD, a CD32 compatible CD-Rom add-on for the A1200. The unit reviewed here was supplied to us by ZCL, who have badged the drive under their respected Zappo label. The Zappo CD-Rom, as it is called, is available from Indi, Calculus and most reputable dealers.

Fitting the CD-Rom drive is so simple. All that you need do is shove the PCMCIA card firmly into the slot on the side of your A1200, and then connect the other end of the cable to the rear of the drive unit.

The fact that it uses the PCMCIA port, rather than the trap door connector, means that thousands of users are not going to have to ditch their Fast Ram or accelerator cards, which is something they would probably need to do with Commodore's CD1200. Although, if you own an Overdrive, hard disc, or any other PCMCIA device lacking a PCMCIA pass-through, you will need to unplug it before installing the CD-Rom drive.

A600 users be warned! Whilst the drive uses the PCMCIA port, the driver software will not work with your machine. Technically, a driver could be written to enable you to

## A500, A500+ AND A600 OPTIONS

A500 and A500+ users may well be able to get hold of an old A570, the official A500 CD-Rom drive from Commodore. This will give you access to the growing number of Amiga PD compact discs and will also run a fair amount of old CDTV titles. Alternatively, you could connect an external SCSI CD-Rom drive via a suitable SCSI interface. A600 owners have less choice. I do not recall ever coming across a SCSI interface for the A600, however it is possible to hook up an A600 to a CDTV unit with Parnet, a specially made-up cable and software that enables you to attach the CDTV as a slave device. Data can then be pulled off the hard drive as and when you wish. This option is also available to A500 and A500+ owners.

Alternatively, if you own or intend to purchase a CD32, you can get hold of the S-Port, reviewed in Issue 3, from Marpet Developments on (01423) 7126000. This device provides you with a three-line serial link, and by using the supplied software, you can download files from the CD32.



use it as a standard CD-Rom drive, minus the CD32 emulation, but I was told that Archos have no plans to do this.

The drive itself is a Mitsumi double-speed drive that has been housed in a sturdy metal case. Construction of the unit is extremely good, giving a solid and above all secure quality feel to it. However, it is not just a Mitsumi drive strapped on to an A1200. The Overdrive or Zappo CD-Rom claims to be CD32 compatible. In fact, ZCL said that than have only found one CD32 game that refused to work, but this was later fixed in an update of the software.

With the software installed onto your system disc, resetting the Amiga and holding down the left mouse button will bring up an options screen with CD-Rom, ReKick 3.1 and Standard Boot options. Choosing the CD-Rom option forces the machine to switch on the CD32 emulation and boot from the CD-Rom in the drive.

ReKick 3.1 will copy a software image of the 3.1 KickStart ROMs into the memory, but more about this later, and the remaining option is for when you want to boot the system without mounting the CD-Rom drive. Useful if you disconnect the drive, but do not want to fiddle about moving the device drivers out of the Devs drawer.

So, how compatible is it? To be honest, it is pretty good, but do not believe anyone who says it is totally compatible, because it is not. A recent magazine report claimed that after a few tweaks to the emulation, 100% of games were found to be compatible. This does not mean that all CD32 games will work with the drive. In fact, the instructions say that "The Overdrive-CD software emulates most of the new functions of the operating system added for the CD32. A few games, however, will only run under Version 3.1 of





the operating system". If you have some Fast Ram fitted, then there is an easy way of improving compatibility. You can obtain a software image of the 3.1 ROMs, which can be loaded into Fast Ram, bypassing the in-built operating system. The only people that can legally supply you with this are Commodore, so you will need to contact them for a copy.

Obviously, I could not test every game, but all those that I did try worked perfectly, including Microcosm which uses the Akiko chip quite extensively. Having said this, many of the games that have appeared on the CD32 have been ported from the A1200, so you would expect these to work.

One stumbling block would have been the fact that the CD32 has a multi-button controller. However the system traps various key presses and translates these into the relevant direction and button codes. If this isn't good enough you can always buy a CD32 multi-button controller for £14.95.

As it stands the unit managed to run Commodore's CD32 demo CD without crashing. The demo, which is designed to show off the machine, is quite impressive, delighting the viewer to several CDXL animations and a host of other visual and audio treats.

The only noticeable difference between the demo running on a CD32 and the Zappo CD-ROM drive was that the extremely large Bill Sachs animation which takes up about 38Mb of disc space jerked every now and again a bit like your average CD-ROM animation on a PC, slightly spoiling the effect. This problem was caused by the fact that the emulation software was dragging its feet a little.

## BUT WHY?

Okay, we have fitted our CD-Rom drive - now what? For a start, you will need to obtain some CD-Rom discs. Almathera has a range of CD-Roms, entitled CDPD I, II and III, packed with PD software, pictures, music files and much, much more. Fred Fish's entire PD collection is now released and updated on CD-Rom, and if you are into Demos and the like, check out 178Bit Software's range of CD titles; there is enough available to keep you going for ages.

You are not restricted to just Amiga titles. Assuming your set-up supports the industrial standard ISO-9660, then you can make use of thousands of CD-Rom discs on the PC, which are produced to this standard, all stuffed with Clip art, fonts, text files, pictures and sound effects which are all there for the taking. If you are interested in DTP then you will never go wanting, because there is more stuff on CD-Rom than you could ever hope to go through. Obviously you will not be able to run PC software unless you have a PC emulator, but, with the right utilities, you will be able to load and manipulate any of the data files mentioned.

In addition to all the serious stuff, you may also play games. Again, there are a number of PD discs crammed with games, as well as a growing number of commercial offerings. Those of you with non-AGA machines will find commercial titles few and far between, but if you have an A1200 or an A4000 you should fare much better. Having said this, do not expect every CD32 release to work on your machine. Some claimed CD32 compatible drives, for the A1200, are said to offer total compatibility, and if you purchase a multi-button CD32 controller you should be able to enjoy most releases.

Whilst the CDXL animations on the Commodore demo disc worked fine, I encountered problems when trying to run a couple of much smaller CDXL animations from another CD. They started off okay but a few seconds into the animation they jumped into a different screen mode corrupting the incoming picture data.

Fortunately I have been told that Archos were aware of a few minor problems and that all these bugs have been fixed in version eight of the software. I was assured that all units ship with the latest version of the software.

Another odd point was the fact that disc changes sometimes took a long time to register with AmigaDos. With the CD drives that I tested on my A4000 the time it took to put the new icon up on the workbench screen was less than five seconds. With the Overdrive it occasionally took about the 30 seconds and two or three times I had to wait over a minute although most of the time it was quite respectable and registered the change in under ten seconds. It is conceivable that a dirty CD could cause such a problem but all the discs worked fine in my A4000's CD-ROM drive.

Niggles aside the unit operated well and I was able to run programs from the CDs and copy files across to the A1200 with ease. Which brings me nicely onto transfer rates. The drive is capable of transferring 350KB per second and, contrary to popular belief, the PCMCIA, being 16 bits wide, can handle this quite easily.

In terms of performance the Zappo CD-ROM was comparable with the other CD-ROM drives but it is important to remember that the other drives were fitted to an A4000/040 and so the Transfer to Disc results should not be judged against the other CD-ROM drives. The figures are there purely to give you an idea of what to expect in a practical situation.

The unit can also be used to play audio CDs with a program called CDDA and at the rear of the drive you will find both stereo audio in and output sockets. The input sockets take the A1200's out, allowing you to mix CD and Amiga audio. You will also find the power socket AC/DC adaptor and on the front there is an earphone socket.

Like the other you are not just restricted to CD32 CDs. Any CD conforming to the ISO-9660 standard can be read and there is also a utility to read photoCD discs as well. With Commodore looking less and less likely to get the CD1200 unit out this side of Christmas, the Zappo CD-ROM has to be the main contender for the best A1200 peripheral of the year.

The Zappo CD-ROM comes in at less than £200 and is, in my opinion, an extremely good buy offering the user the benefits of a CD-ROM drive and a good degree of compatibility with the CD32

## CD32 AND PARAVISION SX-1

We have looked at how to equip an Amiga with a CD-ROM drive and even how to make an A1200 CD32 compatible, but what about turning a CD32 into an Amiga computer?

There is hardly a CD32 owner who has not eagerly awaited the release of the SX-1 from Paravision. Having been in development for around six months the first batch of units have already hit our shores and, as expected, they are being snapped up at an alarming rate. The SX-1 is housed in a solid, colour co-ordinated case that measures



approximately 7" by 5 3/4". Installing is simply a matter of removing the rear blanking plate and slotting the edge connector onto the CD32's PCB expansion port.

It may just have been the review model but I found that the SX-1 was little insecure on the back of the CD32. It did not take much to dislodge the edge connector and care needed to be taken not to knock it whilst the machine was powered up. In the end, using a small pin, I gently closed the connector's pins slightly and made the edge connector grip the PCB much better. This could easily have been a one off occurrence, edge connectors are not usually so loose.

A base unit that sat under the CD32 would have been a much nicer solution but the decision to stick with the finished design will no doubt be blamed on cost constraints.

Despite the dodgy first impressions things began to look better and better. The packaging states that the SX-1 'turns your CD32 into a powerful desktop computer with the characteristics of an Amiga A1200' and this is exactly what it does. With the SX-1 attached to your CD32 you will have, with the exception of the trapdoor CPU port and



the PCMCIA slot, all the expansion capabilities of the A1200 along with a few others which the stock A1200 lacks.

A full list of features can be found in a separate box but needless to say the SX-1 allows you to hook up many Amiga compatible peripherals or devices.

The RGB parallel and floppy ports are all standard Amiga connectors. However, the serial port is not. Instead of using the more expensive and hard to come by 25-pin D-connectors, Paravision have opted for the IBM AT standard 9-pin D-connector. The Amiga only ever used nine of the 25 pins so if you have 25-pin serial cable you can get around the problem by purchasing a 9 to 25 pin adaptor.

If you own an A4000 keyboard or even an A2000 one with a suitable adaptor you will be able to plug this into the AUX port on the CD32. If you do not have access to either of these then all is not lost. You can either spend up to £90 on a replacement Amiga keyboard or you can spend upwards of £25 on an IBM AT-101 compatible keyboard. If you opt for the PC keyboard then make sure that you purchase an AT-101 compatible one because these are the only ones supported.

As well as the external connectors, Paravision have also included a 72-pin SIMM socket and a standard 44-pin (2mm) IDE connector on the SX-1's motherboard. The SIMM socket will take a 1, 2, 4 or 8Mb SIMM although if you have an FMV module fitted you can only fit a 1, 2 or 4Mb module.

## FITTING YOUR CD-ROM DRIVE



Fitting an internal CD-Rom drive to an A1500, A2000 or A4000 is not exactly difficult, but it does demand a degree of confidence.

Instructions for fitting Zorro cards and additional storage devices can be found in the User Guides that came with your machines, but if you are at all unsure, then get an experienced friend or dealer to help you. Providing fitting instructions is beyond the scope of this feature, but the Ed may well run an article on adding expansion boards and devices to your machine sometime in the near future. (Eh, What? - bewildered Ed?)

## PRODUCT RUN-DOWN

MITSUMI DOUBLE SPEED DRIVE TANDEM CD+IDE FOR ABOVE	£229 £69	Supplied by Power Computing, Tel : (01234) 273000
ZAPPO CD-ROM DOUBLE SPEED (Overdrive CD)	£199	Supplied by Indi, Calculus or many reputable dealers
TOSHIBA DOUBLE SPEED XM4101B	£241	Supplied by White Knight Technology, Tel : (01992) 714539

Most 2.5" IDE drives can be fitted inside the box. The installation is a little more involved, requiring the use of the hard drive utility software on the supplied disc but if you are at all unsure then most dealers will perform the installation for you. If you intend to add a number of peripherals that all draw their power from the CD32 you may find that the CD32's PSU is not up to the job. I actually managed to cause the machine to crash by placing too much demand on its power supply.

The instructions, which are in the form of a very brief pamphlet, state that the PSU will cope with either an internal IDE drive or an external floppy drive but not both. Despite this, an SX-1 equipped with 1Mb SIMM, 2.5" IDE and external floppy drive worked perfectly fine. If you need more demanding you could always get hold of a higher rated power supply.

Apart from a few slight concerns over its design I could not fault the SX-1. It more than lives up to its claims and it's easy to see why they are being snapped up so quickly. If you own a CD32 then you really need to consider purchasing an SX-1.

## CONCLUSION

You would be hard pressed to judge the difference between one CD-ROM drive mechanism and another. All offer comparable performance and most are constructed to similar specifications and guidelines. All the products reviewed here come highly recom-

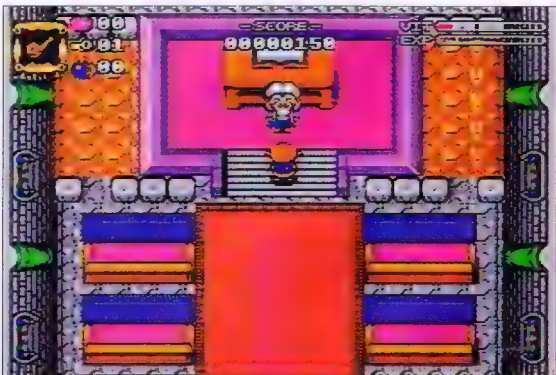
mended but which do you choose?

Those that own both an A1200 and a CD32 will be at pains to decide whether to give their A1200 a high degree of CD32 compatibility or attach an SX-1 to their CD32. Personally I feel the latter option is more desirable because it gives you much more flexibility.

If you just own an A1200 then the Zappo CD must be your first choice. It's use of the PCMCIA connector keeps your trapdoor free for memory and accelerator cards and a double speed drive is a real steal at £199.

Big box Amiga owners without SCSI controllers and on a tight budget should look at the Tandem/Mitsumi double speed drive combination. The price to performance ratio is extremely good and you can be assured you're buying a reliable work horse.

My favourite, for the more expandable machines, was the Toshiba XM4101B from White Knight. If you already own a SCSI controller then it is the logical choice. Even if you do not have the SCSI interface it is definitely worth considering, assuming you can afford the extra expense. ■



## LAST WORDS

Just a note of interest to most readers is the fact that add-on drives for the A1200 are main thrust for most German users, still the biggest market in Europe as far as Commodore are concerned. The Amiga 32 has not been that successful, but this is the best way to have the best of both worlds.





# CD review

A good butt kicking, head crushing, body blowing beat-em-up always goes down well at the CD32 Gamer office. Unfortunately, there's not too many good ones around for the CD32, so we usually have to make do with knocking the stuffing out of each other. Thankfully, Gremlin Interactive have stepped in to solve our problem with their latest release, the hugely playable *Shadow Fighter*.



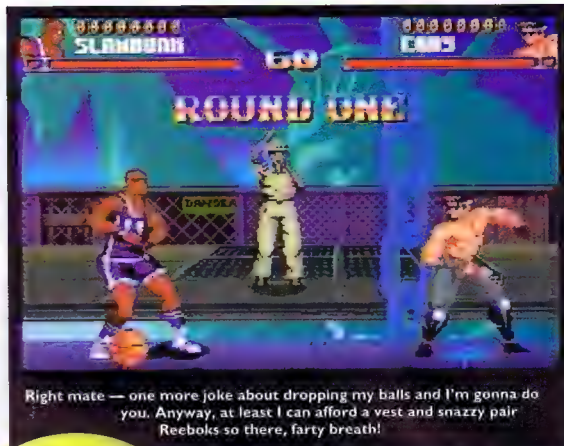
In this day and age, it's impossible to talk about CD32 beat-em-ups without mentioning *Rise of the Robots*. This much hyped manic metallic mash-'em-up was received with mixed acclaim and opinion is still divided over how good it really was. Even here at CD32 Gamer you could say the jury is still out, but if my two penneth worth counts for anything, I'd have to say I thought it was hugely overrated. Okay, *ROTR* looks good, but it doesn't play too well and that's what really counts. This is where *Shadow Fighter* differs, as it's not the prettiest thing in the world, but it plays handsomely.

The idea is, as you'd expect, to pick any one of sixteen characters and take on the computer in a Championship. Kick as much ass as you can, with the futile hope of getting to the finals and even fighting the *Shadow Fighter* himself. Alternatively, you can take on a friend in a straight head to head which is always a good laugh.

Now, I suppose I should tell you the plot and all that baloney, but we mentioned it in



Here we see the famous Moroccan magician, Al-Couscous Thrombosis attempting to suck his trousers up his bum and blow them out of his nose by vigorously flexing his buttocks.

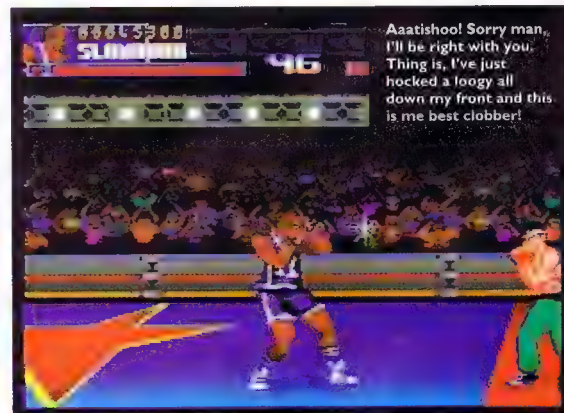


Right mate — one more joke about dropping my balls and I'm gonna do you. Anyway, at least I can afford a vest and snazzy pair Reeboks so there, farty breath!



a preview a couple of months back so we won't bore you with it again. Anyway, what does it matter, the only thing that counts is getting the joypad in hand and kicking some serious ass.

And this brings me straight away to one of the more important points about *Shadow Fighter*. It's one of those games you can pick up and be playing competently in a matter of minutes. As the game was designed to be played with a joystick, you only need one button, so all the moves are fairly easy to perform. Okay, you have to point the joypad, or joystick in all sorts of directions, but, even if you don't know what you're doing, you can



Aaatishoo! Sorry man, I'll be right with you. Thing is, I've just hocked a loogy all down my front and this is me best clobber!

soon pick things up. While this makes the game more accessible to the average and less skilled gamer, it means for the hard nuts out there, there might not be as much in the way of lasting interest or challenge as you'd expect.

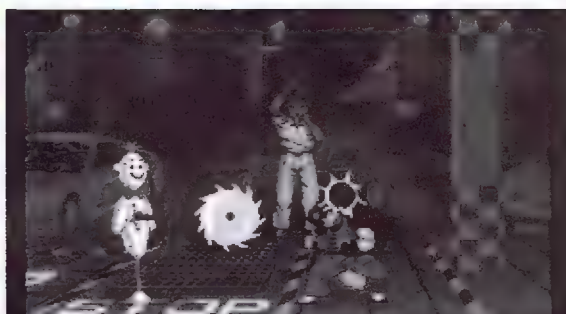
Saying that, the game itself is not as easy as the moves. Yeah, sure, you can pick up the moves easily enough, but that doesn't protect you from your opponents! You'll find that what the game loses in terms of competitiveness from having such easy special moves, it more than makes up for by having some tricky opponents. Just as you think you're doing well, stringing some moves together and beginning to really enjoy inflicting pain, your opponent will pull all sorts of tricks out of the bag and have you on the floor



# Shadow Fighters



■ PUBLISHER: Gremlin Interactive ■ PRICE: £29.99  
■ DEVELOPER: In-house ■ OUT: Now



Pupazz the puppet may masquerade as a training device, but he's got some nasty tricks to knock the stuffing out of unsuspecting opponents. Ouch! That hurt.

in seconds. So maybe the moral here is don't be fooled into thinking the game's easy just because the moves are.

As well as loads of characters and moves, *Shadow Fighter* packs plenty of other interesting features. One of these is the gore, or blood option. Whilst this isn't going to make you wet yourself in fright, it's quite smart and the way the blood gathers in pools around where you fight is a nice touch. Well, if you like that sorta thing anyway!

Another feature is the useful training set up. To hone your skills and practice those moves, you can opt for a training session with Pupazz, the loveable, but bleedin' lethal puppet. Pupazz is one mean stuffed toy and is a perfect opponent for practising both attacking and defensive moves. After all, once you get into the real championships you only have two continues so you have to be ready!

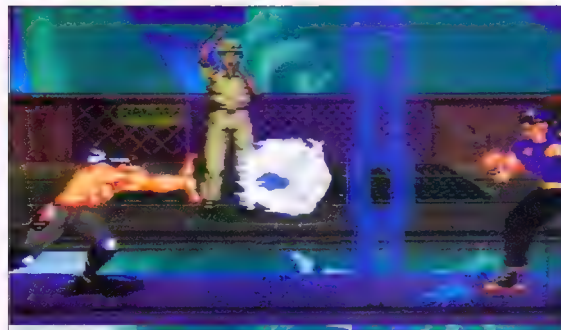
With 150 frames of animation for each character and loads of colour, you'd expect *Shadow Fighter* to visually explode onto the screen, but for all this promise, it doesn't really grab the eye as anything special. It's quite clear and the characters move and respond



It's me! Slamdunk pictured moments after he won a fiver in the National Lottery instant win game. Jeez, some people are so easily pleased!



Every console needs a good beat-em-up to make people really sit up and take notice and this could be the one that's going to do it for the CD32. It's a smashing game and the best beat-em-up yet out on our lovely machines. It may not achieve anything grandiose on the graphical side, but it achieves something *ROTR* never did, which is that it's playable and fun. If you've been crying out, like us, for a decent fight game, then *Shadow Fighter* is the answer to your prayers. ■ JE



**Soria:** Hey, Fakir, I can see the pub from here. **What** say we go get jugged?  
**Fakir:** Yeah, about blimmin' time!

## SLAMDUNK

THE 50 people who live  
on the golf course, it  
seems, do not have to  
pay anything, and a  
few more. Some people  
don't really want to be  
there.



# ELECTRA

Don't be fooled by the  
name. This isn't  
really a real  
restaurant. It's a  
place where you  
can get a good  
meal and a good  
deal.



## SORIA

Ch. 2000's § 2000.01  
a. for 2001, 2 years  
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§ 2000.100 for 2100, 2 years



# YURGEN

**This big screen cap has it as close as the internet comes to real-life sex reality. But when you think you've got the latest the bigger, better and more and starts carrying the load around?**



# CODY

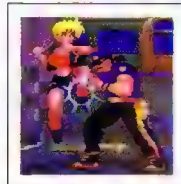
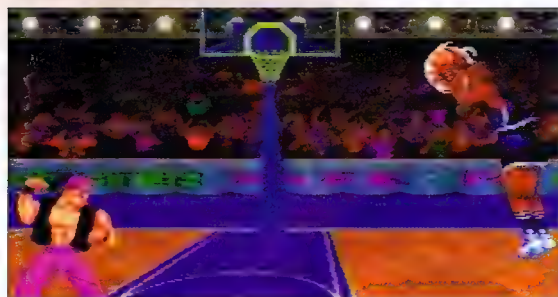
The book, awarded representative of the year by *Library Journal*, is one of the American staple diet of intellectuals, a 200-page and much more is a history.



## FAKIR

Particularly evident is on some Frank Brown. Folio is well known for the high level to which he has raised his mind as much as for his toppling ability. Folio is known in that he loved sitting by Tom Jones in the club.





"It's a smashing game, and the best beat-'em-up yet"

Blimey, that's a rather nasty looking rash on your bottom. Perhaps a less abrasive underpants fabric might be in order.



**SLANDOR**

NAME: SLANDOR  
NOTION: BERNARD  
AGE: 24

SLANDOR CORRUPTS HIS MYSTERY OF BACKSTALL WITH AN EXPERTISE IN ALL THE FIGHTING ARTS:

SPECIAL MOVES:  
JUMPING B-BALL  
SPINNING FIRE WICK  
SPINNING FIRE  
SPINNING PIPE B-BALL  
HEAD SPINNING BUCK

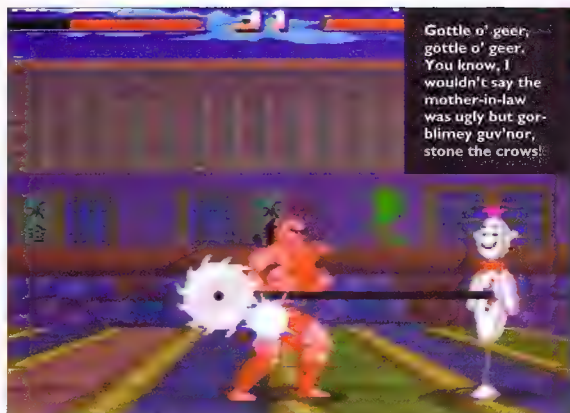
**FRAN**

NAME: FRAN  
NOTION: PARISTON  
AGE: 21

EXPLOITING THE TOWN ALSO AND LIFE FORCE, FRAN HAS MANAGED THE POWER OF MISTERY SECRET MAGICAL KNOWLEDGE.

SPECIAL MOVES:  
GOLIC AMERICAN  
MYSTERY FINE  
TELEPORT  
MAGIC CARPET

Study the pre-fight screen well. Then, when your opponent floors you in the first five seconds with a lightning combo, at least you'll know what the move was called.



**SELECT**

**PERFECT**

**TOSHIO** **PERFECT**

With 16 fighters and 13 locations, plus the mysterious Shadow Fighter there's plenty of variety to banish tedium. To complete the game with even one character will take a while. To go through to the end with every single one will take even the toughest gamers some months.

# Profile

**1 or 2 PLAYERS**  
**EASY - HARD / SKILL LEVELS**  
**X I SAVE POSITIONS**  
None  
**CD32 ENHANCED**  
Sharper Graphics

**PROS:** Plenty of characters to choose from and plenty of vicious moves, also fast and playable beat-'em-up.

**CONS:** Nowt special on the graphics side, nor sound. Also the moves are too easy to master.

**GRAPHICS**

**SOUND**

**GAMEPLAY**

**91%**



Flair have a number of their older titles heading for re-release at budget price so we decided to take a second look at two of the best. There should be something for everyone with the RPG orientated sci-fi action of *Whale's Voyage* and the sublimely nice *Trolls*, and all for a mere 15 quid each. Hopefully Flair have shown the way forward for other companies with considerable, but now largely obsolete back catalogues. Three cheers for Flair! Hip hip... oh, alright — suit yourself. Right then, enough waffle. On with the reviews say II!

## Whale's Voyage

**S**et in the far-flung future, this RPG casts you in the role of a space trader just getting started in the wide world of interplanetary commerce. You and your team have just bought an old crate of a freighter, the *Whale*, and must get it kitted out from the many hard struggles ahead. The first task is simply to get hold of enough fuel to get the thing moving but as you progress you'll need to soup it up further with improved weapons, cargo facilities and the like. It plays like a cross between *Elite* and a futuristic version of *Eye Of The Beholder*. There's a novel method of character selection. Rather than just choosing from a series of preset characters you start with each at birth. You then choose their route through education — inner city schools or high-powered private establishments. Then will it be on to a business course at university or perhaps a combat academy? This method allows you to set up characters with whatever mix of special talents you require.

Once you've created your team it's into the game. Trading can often be performed from orbit through interfacing with the local world's computer network. Or you can land and trade directly over the counter. This is vital for completion of certain special missions and tasks. Moving around cities is done through a 3D through-your-own-eyes viewpoint and this can be confusing. Graphics do vary from city to city but not much within the cities themselves so it becomes very tricky to actually keep track of where you are!

There are other elements which are pretty unforgiving. For instance if you decide to shoot some-one you shouldn't a death squad of five or six soldiers appears instantly out of nowhere and blasts you to smithereens giving you no chance of escape. Not only is it very unfair, but it means you lose a great deal of the sense of freedom which would make the game seem more intriguing and less linear. Personally I found *Whale's Voyage* a too pricey on its original release due to a few niggling annoyances. However at the new and eminently affordable price it offers plenty of challenge for your readies. Well worth a look. **MG**



■ PUBLISHER: Flair ■ PRICE: £14.99  
■ DEVELOPER: In-house ■ OUT: Now



Here's where you get to generate the characters who'll make up your crew. Plenty of gun-wielding yobbos, that's what we want! They'll get the job done with no messing about.

## Profile

<b>1 PLAYERS</b> <b>1 SKILL LEVEL</b> <b>✓ SAVE POSITIONS</b> <b>Yes</b> <b>✗ CD32 ENHANCED</b> <b>No</b>	<b>GRAPHICS</b>  <b>SOUND</b>  <b>GAMEPLAY</b> 
--	--

**PROS:** There's a good, long-lasting challenge with plenty of locations to visit and some great presentation.

**CONS:** A few quirks, here and there and an awful lot of what seems like aimless wandering means there's often overlong gaps in the action when very little happens.

# 85%





# Trolls

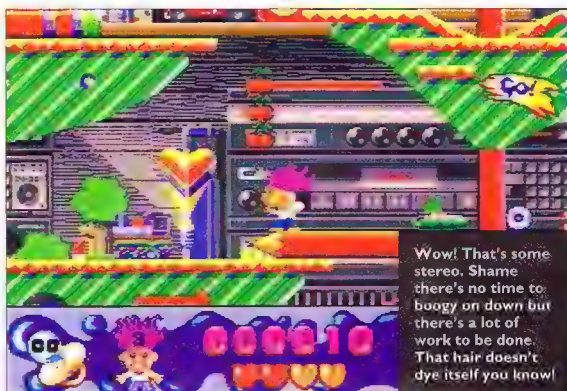
**T**his was one of the first games I can recall which came out on the Amiga with a separate enhanced AGA version. There can't anybody out there who's unaware of the Trolls, even if the fad is mercifully dying out at long last. They were those horribly ugly, day-glo haired monstrosities you were supposed to give to your loved one as a sign of undying affection. Odd really. A bit like donating a fur coat to a

bring and buy sale in aid of the World Wildlife Fund!

But enough of my personal grievances against the weak-minded consumer in the face marketing propaganda. The supposedly cutesy characters lend themselves perfectly to the classic platform format, and that's exactly what we've got.

The only difference between the 16 and 32-bit versions, as with many of the early AGA games, is the addition of highly detailed parallax backgrounds replacing the simple colour blend of the A500/600. Thankfully though, it doesn't fall into the same trap which marred Zool with these backgrounds leading to a cluttered look and confusing the player as to what's actually a platform and what is simply background. Here, everything's clear and well defined. In fact, it has some of the smartest graphics around for the genre on the Amiga, and certainly captures all the fun and fluffiness the toys were supposed to exude. As such, it may well turn the stomachs of hard-core action fans, but if these things are your cup of dandelion soup, then this is a snip for the 14 varied and attractive levels on offer. ■ **MG**

PUBLISHER: Flair ■ PRICE: £14.99  
DEVELOPER: In-house ■ OUT: Now



Trolls is packed with colourful, sickeningly cute sprites and backdrops. If it's blood-curdling action you want then look elsewhere but for the fluffy at heart this is just the job.

## Profile

1 PLAYERS  
2 SKILL LEVELS  
X SAVE POSITIONS  
No  
X CD32 ENHANCED

GRAPHICS

SOUND

GAMEPLAY

**PROS:** Gorgeous to look at and it plays well too. A lot of levels will keep you at it for quite some time.

**CONS:** Perhaps older players will see through the shallowness of it all, and it can be difficult to put the horrid plastic toys out of your mind as you play.

87%



It's been a long time coming, but *Speedball 2* has finally arrived. This classic Amiga game has caused no end of trouble for its programmers, Renegade, but they've persevered and come up with one of the most playable and enjoyable games yet to grace the CD32. If sheer, unadulterated fun is what you're after, together with an over indulgence in mindless violence, then *Speedball 2* is a dream come true.



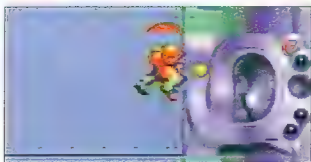
It's not often we start to talk about history, blah, blah, blah and all sorts of rubbish like that. It reminds us too much of school. But we've decided in the case of *Speedball*, to fully appreciate it, you've got to know the full story.

*Speedball* originated way back in the early 21st Century, when a serious rift developed within the ranks of Rugby Union. The sport's popularity had been undermined after a move by the Rugby League to allow more physical contact (basically, punch-ups became legal). It seemed the public had become so accustomed to violence within society that they now wanted it in sport as well.

Rugby Union bosses were keen to keep to the traditional game, but on January 17th 2017, a small group of struggling teams and their players broke away and formed the first *Speedball* league. The rules, or lack of them were laid down by the SA (*Speedball* association), and early in 2018 the first game kicked off.



A few close ups of the action and even a glimpse at a very rare goal from the boy's at *Brutal Deluxe*. Better enjoy it, you won't see many, especially if Miles is playing!



This new brutal, free-for-all game exhilarated the public and captured their violent imaginations. After starting out as a primitive kind of rugby, it soon degenerated into a vicious and bloody shambles, but the crowds came flocking in, and by the middle of the century it had already become the number one national and international sport.

The government was not happy, though. The number of deaths associated with the sport had been steadily rising, and culminated in 2094 when over 100 players died throughout the season, 12 of them in one of the nastiest and most vicious derbies ever witnessed. The fickle public was also becoming disillusioned: at first they'd been thrilled by the excruciating physical nature of the sport, but a new age - reminiscent of the 1960's - had dawned, and it was



I don't know? They win one bloody game and they're off on a sesh. Any bleedin' excuse. Whatever happened to player discipline? Oh bugger it, hang about lads, wait for meeee!

now being condemned for being barbaric and out-dated. When the Liberal government came to power in 2095, an enquiry into the sport was commissioned. This uncovered deep-rooted corruption and acts of atrocities by both players and managers (including the poisoning of a whole team!).

When the enquiry presented its report, it recommended the immediate banning of the sport. The government needed no further encouragement and the sport was duly banned and the league broken up.

*Speedball* would not die, though. As when boxing was banned in the late 20th century, the sport merely went underground. Without regulation, things went from bad to worse, with death becoming an integral part of the game. Matches became more about survival than, winning and only the fittest and strongest lived.

Ten years later, the government realised the sport would not lay to rest and decided to reverse its decision, on the condition that a new set of rules were drawn up. A new governing body was set up and a code of conduct laid down. Weapons were banned,

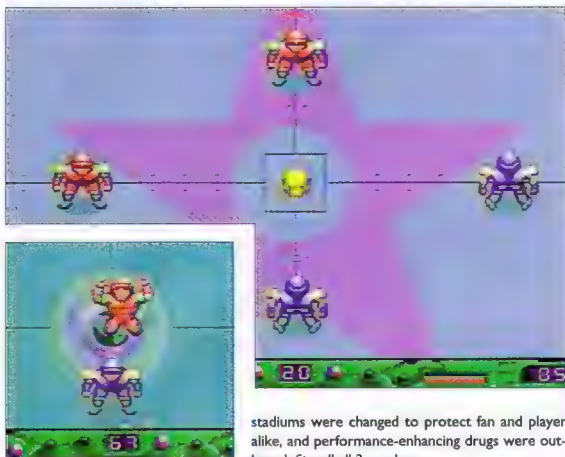


Oh no! I can feel the mid-table blues coming on. Better pick it up lads, or there'll be no promotion this year.



# Speedball II

■ PUBLISHER: Renegade ■ PRICE: £TBA  
 ■ DEVELOPER: In-house ■ OUT: June



stadiums were changed to protect fan and player alike, and performance-enhancing drugs were outlawed. Speedball 2 was born.

The new league took off slowly, but before too long it had restored itself as the top sport in the country, and although death and violence were still part of the game, the new rules gave it a credibility it had once been lacking.

Over the next five years, the league was dominated by one team. Winning three successive titles including the inaugural season, along with four other domestic trophies, Super Nashwan were THE team to beat. Then a new team emerged. Brought up in the depths of inner-cities, they won few friends on the pitch, but their aggressive style made them an instant hit with the fans and they were soon challenging for the title. Brutal Deluxe, ably led and trained by you, the manager, are a force to be reckoned with.

Speedball has evolved a lot over the years from its early rugby days, most noticeably the number of players has gone down from 15 to 9. This is mainly due to the matches being played in small arenas instead of on pitches. These small arenas compact the play and encourage more aggressive playing, at the same time as rewarding good skill.

The basic idea of the game is to outscore your opponent, whether he be a friend or the computer. This can be done in a whole manner of different ways.

STATISTICS		
BRUTAL DELUXE	SUPER NASHWAN	
018	GOALS IN TOTAL	012
008	GOALS SAVED	001
012	GOALS SCORED	010
042	TIME IN POSSESSION	024
150	TIME IN OPPONENTS HALF	050
028	MISSED SHOTS	028
010	GOALS IN TOTAL	001
012	GOALS SAVED	012

No game can survive these days without the very American-ish stats screen. Even in footy you get it and, personally, I can't see the point. Still, when you win as handsomely as this, it can make some interesting reading.

BRUTAL DELUXE	SUPER NASHWAN
018	GOALS IN TOTAL
008	GOALS SAVED
012	GOALS SCORED
042	TIME IN POSSESSION
150	TIME IN OPPONENTS HALF
028	MISSED SHOTS
010	GOALS IN TOTAL
012	GOALS SAVED



To get some valuable points you're gonna have to get the ball past that menacing bloke in goal. Rather you than me!



First and most obvious, there's the goal. If you get the ball into the opposition's goal you get 10 points. Then there's a number of objects in the middle of the arena and on the wall that give you 2 points every time you hit them. Lastly, you get 10 points for every opposition player you take out of the game.

*Speedball 2* is fast and the action rough and tough. Not only do you have to be able to move the ball around between players and dodge the opposition sliding in for the kill, you have to be quick to the loose ball and be ready to give as good as you get. The game itself is easy to play and simple to get into, but it'll probably take quite a long time to truly master it.

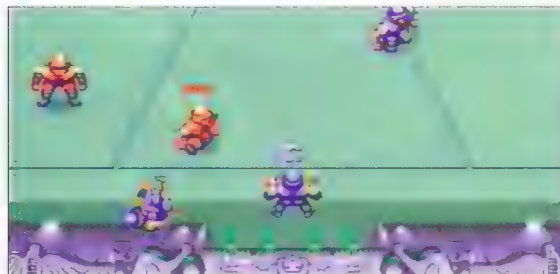
*Speedball 2* has a lot to offer in terms of challenge as well. You can try your hand at a single match, enter the cup compo, or the ultimate challenge, which is to win the league. If you try the cup or league, you'll have to learn to manage your money, buy decent players and train the ones you've got. This gives the game a nice touch and lets you build a team of your own, although don't expect anything too extensive, as it is fairly basic to say the least.

On the surface of it, the CD32 version of *Speedball* is basically the same as the Amiga version. As you'd expect though, the graphics have been given a lot more colour and life. There's a noticeable difference in the sound as well, with a lot more audio, including the hilarious rantings of injured players and the roar of delight from the crowd as someone gets laid out cold.

In the end *Speedball 2* doesn't offer particularly outstanding graphics, nor brilliant sound, but that's forgivable as it is one of most playable games around. It's so simple to get into, so addictive and pure heaven to play. ■ JE



A well deserved victory for Brutal Deluxe and a valuable confidence booster. If only we could play the playgroup every week!



## Teams 'n Tactix

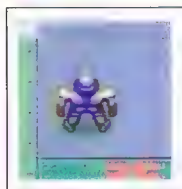
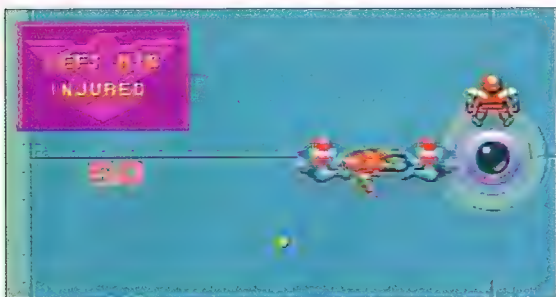


1. The current player. In this case Baz the goalie.
2. Player's ratings for all attributes.
3. Buy/sell player and training icons.
4. How much cash you have left.



1. Bitmap shades — Extra aggression.
2. Barge pads — Go in hard.
3. Power gloves — Harder throws.
4. Speed boots — Dur, I dummo, oink oink, blather!?

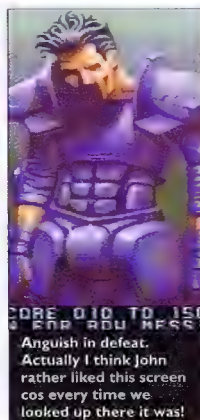




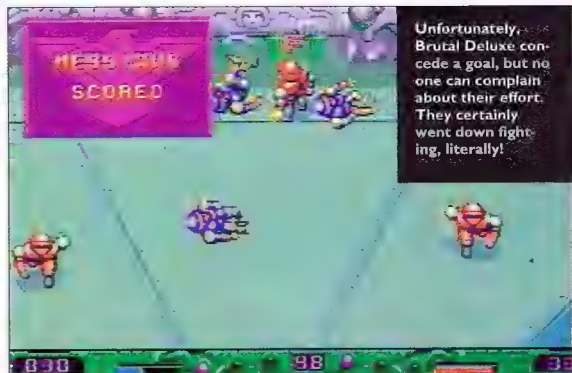
“Speedball 2 is easy to play and simple to get into, but will take ages to truly master.”



Get down! A computer player bites the dust after a particularly crunching tackle. That's a nice ten point bonus straight off. You know, I reckon Eric Cantona's probably in the wrong sport. Imagine what an asset he'd be to the BD strugglers.



CORE DID TO ISO  
FOR RDU RESET  
Anguish in defeat.  
Actually I think John  
rather liked this screen  
cos every time we  
looked up there it was!



Unfortunately, Brutal Deluxe conceded a goal, but no one can complain about their effort. They certainly went down fighting, literally!



How come of all the piccies taken, only the ones of me conceding goals ever get in the mag? Hmm! Flippin' designers!

# Profile

**2 PLAYERS**  
**EASY-HARD SKILL LEVELS**  
 ✓ **SAVE POSITIONS**  
 Password  
 ✗ **CD32 ENHANCED**  
 No

**PROS:** Good fun to play, easy to get into, fast and smooth gameplay and good variety of challenge.

**CONS:** Not that much difference to the Amiga version, and also the league set up could have been better.

**GRAPHICS**  
 ■■■■■■■■■■  
**SOUND**  
 ■■■■■■■■■■  
**GAMEPLAY**  
 ■■■■■■■■■■

## 90%



# CD review

What's all this? Can it be, perchance, a compilation bearing our very own hallowed Gamer Gold logo? Joysticks in hand, our fearless team of reviewers head in to investigate what could be the bargain of the year in CD32 land.

Only the very best earn themselves that highest of accolades, the Gamer Gold. You can be sure that any title decorated with the GG logo will be right out of the top drawer. It's the Victoria cross of the computer world and here are three of the very best so without further ado let's see what they're all about!

## NICK FALDO'S CHAMPIONSHIP GOLF

What on Earth has happened to old Nicko over the last few months? It seems like hardly any time ago that he was top of the putts and winning every championship in sight. Now, all of a sudden, he's nowhere to be seen. Only the other day, I happened to be channel surfing when I came across the US Masters or some such. I barely recognised any of the names in the top half of the leader board. No Woosley, no Nick, and where was Seve? Ten over for the course, or something equally pathetic. And who the blinking flip is Ben Crenshaw?

Oh well, Nick might be having a torrid time on the greens but the simulation which bares his name is still whacking the eagles left right and centre.

The first thing which hits you are the beautiful graphics which represent the two courses. They really are excellent with luscious green hues which really create an atmosphere of a relaxing summer Sunday stroll down the fairways. You soon forget about such cosmetics however when you get engrossed in the actual gameplay. And what a feast. One thing it certainly isn't is easy. Obviously with the release of PGA Euro Tour, comparisons are bound to be drawn but the two games really are quite different. Faldo doesn't have the pick up and playability due to its tricky control method.

Rather than just having to click the button once for power and



once to play the shot you need to double click when the bar reaches the 'shot zone'. If either of these clicks fall outside a hook or slice will result. You can attempt to add more power by clicking in the 'wrist snap' zone but this further reduces the size of the shot zone making accuracy all the more difficult.

Shots are also more varied than in PGA with bunker shots requiring a totally different technique from normal fairway shots.

Fortunately there's a very handy training mode which allows you to practice playing various shots over and over until you get it right. These could be playing out of bunker and trying to hit the green or hitting out of heavy rough to get back on the fairway. Nick himself is on hand to offer advice about the best strategy. Mostly it's left up to the player however and this actually helps you commit certain strategies to memory.

There are the usual options of stroke/matchplay and up to four human players can take part.

Despite the appearance of PGA, Faldo can still hold its head high. Even though it's getting on a wee bit now it hardly shows and if you prepared to persevere with the controls it's a hell of a simulation.

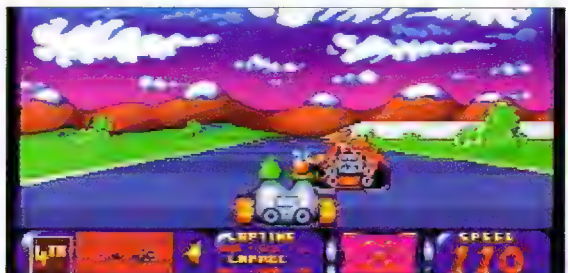
■ **ACG Rated 90%**

## BUMP 'N' BURN

Bump n' Burn was one of Grandslam's biggest ever hits on the CD32, rating a hot 94% in issue 4 of CD32 Gamer. This race-em-up extravaganza was one definitely not to miss, but if you did just that, then you're about to get a second chance.

As part of Grandslam's Gamer Gold collection, Bump 'n Burn is about to be re-released and it looks just as good second time around as it did the first.

Nick turns up for a knock about on another glorious summers day. How come it never seems to rain, like when I'm on the bleeding' course?





# Gamer Gold

# Collection



The game is basically a race-em-up, but with more than a few twists in the exhaust pipe. Choose between a whole cast of outrageous and bizarre characters, like Mr Fabulous, Erik the Eskimo and even the buck-toothed beavers, and drive like a madman to be first across the line.

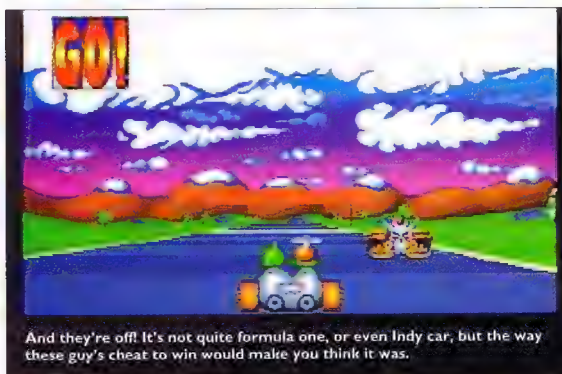
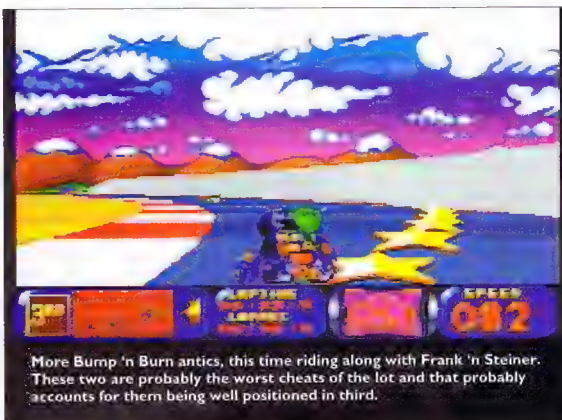
As you race around each of the tracks, in your strange kart-like machines, vying with your opponents for top position in the league, you can pick up all sorts of contraptions to help you. Most have legitimate and fair uses, but others can be used for more sinister purposes!

Smoke canisters, oil slicks, bombs, tunnels and a great two player game all help to lift this out of the pit stop and into pole position where racers are concerned. With loads of humour and wackiness as well, this is a real treat for all the family and comes well recommended at any price. If you missed it first time round, DON'T make the same mistake again!

■ ACG Rated 90%



■ PUBLISHER: Grandslam ■ PRICE: £29.99  
■ DEVELOPER: In-house ■ OUT: TBA





## JET STRIKE

This is a real throwback to the golden age of computer games. The days when full price games sold for under eight quid and you could grab a cheap n' cheerful blast for £1.99. Aah, great days. That was back when you didn't need a huge license to sell a truckload and a kid with a basic grasp of machine code could write a game in his bedroom and see it published.

The scrolling is jerky and the shoot-'em-up action simplistic at best. So what is the appeal of *Jetstrike*. It's hard to put your finger on. The game is comprised of a series of missions in which your objective could be to knock out a ground installation, destroy an aerial threat or rescue a stranded ally. There's an unprecedented number of kites on offer from World War I biplanes to Spitfires to ultra modern jets like the SR71 Blackbird. Add to that a range of helicopters and even hang-gliders and you've got complete guide to aviation down the years. Certain aircraft are better suited to certain missions and more points can be gained from using less powerful machines.

There's a strong element of humour in there as well. For example when you hit the ground at mach two you get a little piccy of the the crater with an arrow to the centre and the tongue-in-cheek message 'you are here'.

This really is the essence of what gaming used to be about before it became a multi-million pound business. It's playability, pure and simple. But once you get started it's just so hard to stop.

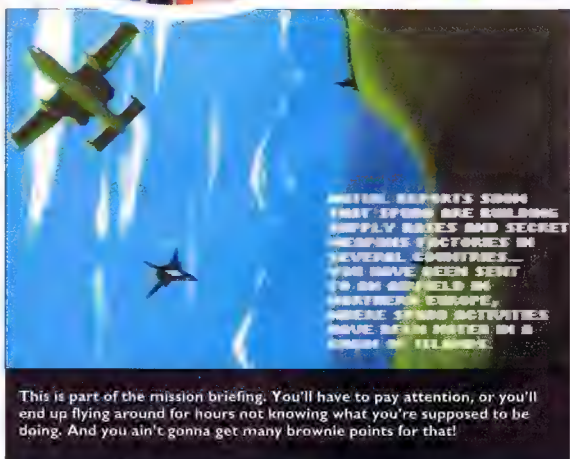
■ ACG Rated 94%



After trashing millions of pounds worth of military machines, this is all the thanks you get!

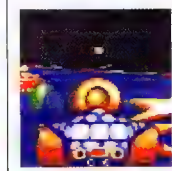
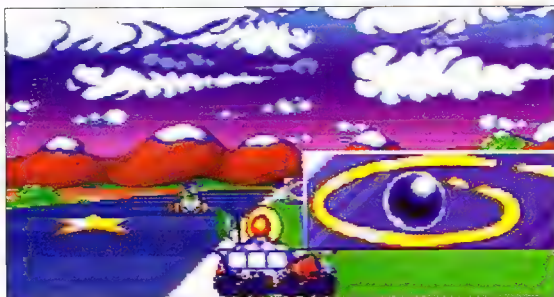


When you see a Hercules coming towards you, it's a good idea to get outta the way. You're balsa wood glider won't stay together too well if you hit it!



This is part of the mission briefing. You'll have to pay attention, or you'll end up flying around for hours not knowing what you're supposed to be doing. And you ain't gonna get many brownie points for that!



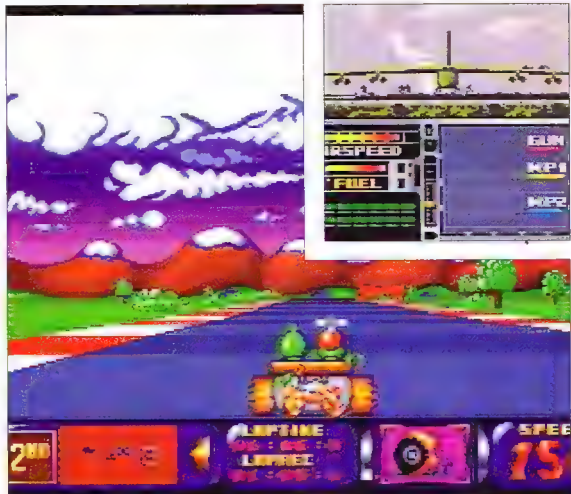


"At under 30 smackers you're not likely to find such a concentration of quality at such an affordable price anywhere"



Ah, what a beautiful picture and not a tourist in sight! This definitely can't be a Torquay course. Still, that bunker doesn't half look familiar, and that river in the background, yes, I'm sure I've been in there a few

What can I say, another magic moment from Jet Strike. At least I think so, I can't really tell.



More sun drenched golfing antics with Nick. This time we're supposedly on a Torquay course, but it don't look like anything I've seen around here!

**W**

hat more is there to say? Three games, three Gamer Golds. At under 30 smackers you're not likely to find such a concentration of quality at such an affordable price anywhere. The message is simple. If you don't own all three of these titles already, then this compilation gives you no further excuse not to. They are all among the cream that the CD32 has to offer, so go on - toddle off to the local software emporium and demand your copy, now!

**OVERALL  
RATING**

**96%**

.....



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# CD32

## G A M E R

### PLAYING TIPS

After a short-lived return last month, you'll notice that once more the mini-tips are conspicuous by their absence. Why? Cos you've not been sending the stuff in. So get to work. Anyway, we've got loads to keep you going with *Super League Manager* and *The Clue* tipped and the second part of the *Dragonstone* solution continuing on from last month. We've also got a guide to the excellent *Pinball Illusions* for anybody experiencing flipper troubles. So don't delay, flip the page!

## CD32 TIPS INDEX



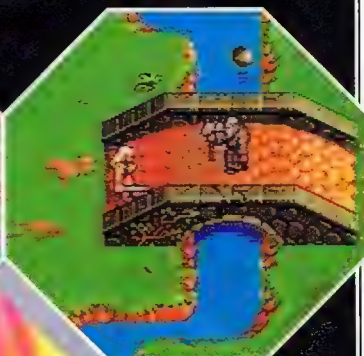
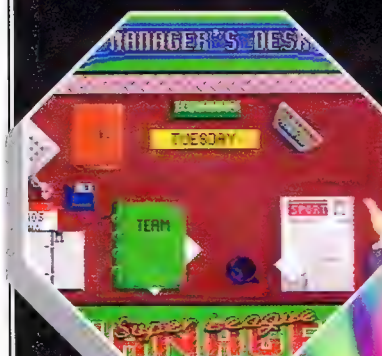
**48** **SUPER LEAGUE MANAGER**  
player's guide  
Blaze a trail into the premier league.



**50** **THE CLUE** tips  
Fancy a heist? Oops, wrong game. Still, our guide to '50s London will set you on the way.



**54** **DRAGONSTONE**  
Solution  
The conclusion to our complete guide to this neat RPG adventure.





Okay, all you Alex Ferguson wannabees, here's your chance to make it to the top and succeed in the frenetic world of soccer: Audiogenic's recent release, *Super League Manager*, was the first footy management sim to come out on the CD32, and to celebrate we've decided to give you a helping hand, by enlightening you with a few tips.

# Super

# League Manager

**S**LM is a cracking game, and you can rest assured that we've given it some extensive playing over the last month (all in the line of duty, honest!). All this 'work' has given us an insight into the game and some valuable experience that we're kindly passing on to you, in the hope that you'll do slightly better than us! Just send us a S.A.E. enclosing £5 to . . . okay, don't panic, only kidding - you'll find everything you need to know on the next couple of pages.

## MANAGER'S DESK



This is your office where all the wheelin' and dealin' goes on. Everything you need is on this table: telephone, newspaper, player profiles, even a nice plant to brighten things up and a hot cup of tea. You may think that these are there just for decoration, but everything in *SLM* has a role to play.

This may sound crazy, but the plant is a reflection on your ability to manage. If you can't even look after a plant, then how are you supposed to look after a football team? So, if you want to keep the players respect and confidence, water the plant and keep it alive. The best thing to do is water it every three or four days, any more or less than that and it'll certainly die.



The tea on the table also has an influence on your position. The tea lady is easily offended, so if you don't keep drinking the cups of tea that she makes for you, she'll go around the club spreading rumours, which will gradually undermine your authority and respect.

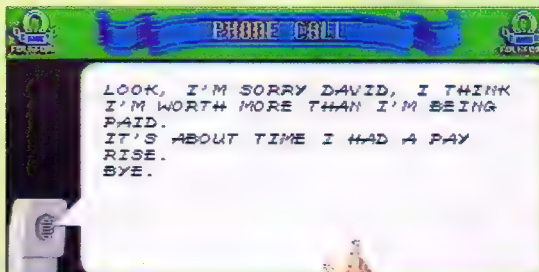
■ PUBLISHER: Audiogenic ■ PRICE: £ TBA  
■ DEVELOPER: In-house ■ OUT: TBA



## PLAYERS

Football players seem to be some of the most temperamental people in the world, and in *SLM* they're no different. Your players can easily be upset if they don't think you're paying them enough, or not playing them and so on. Some might even go to the extent of not turning up for training. There's two ways of dealing with this sort of problem; either you can give in to the buggers, or get rid of them. If you stamp your authority early on and make it clear that you can't be messed with, you shouldn't get too much trouble. If you let them walk all over you, then things will just go from bad to worse.

Saying this, it's not always the right idea to toe the hard line. Your players are your tool and instrument to success, so if they don't like you then you'll not get anywhere. The best thing is to try and be hard, but fair. If, say, a player is doing well, but is on a really low wage, it's fair enough to give him a pay rise.





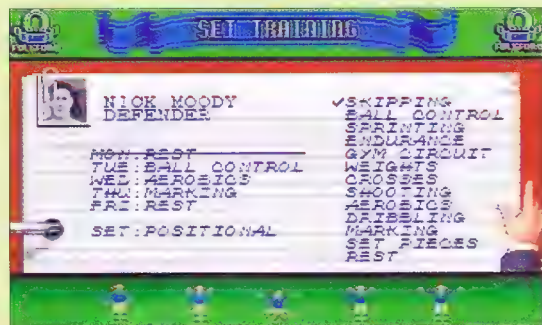
## TRAINING

Training is one of the most important aspects of *SLM* that has to be perfected. A player's training has a big effect on how he performs; get it wrong and he'll be abysmal, get it right and he'll be a star.

When you select to train a player, look at the different types of skills that can be practised. Some skills are more important to certain positions, like a striker should practise shooting, sprinting and crosses, whilst a midfielder, marking, ball control, endurance and so on.

The first thing you should do is make sure each player is getting the right sort of training. Also, vary the training from week to week, if they do the same thing over and over again, they'll become frustrated and not perform as well as possible.

When you pick your team at the end of each week you can see how your training has affected the players. The trainer will give his verdict on a player's performance, enthusiasm and fitness. A tick shows the player has improved that week, a circle means that the training has had no effect and a cross means it's had a negative effect. Too many crosses and it's time to re-think the training schedule.



## FORMATIONS

The best formation to choose is always one that highlights the best attributes of your side. If you're good in attack 4-3-3, or 4-2-4 is probably best, if you're good in defence then 4-4-2, or 5-3-2 is what you want. This will allow you to play to your strengths and give you the best chance of winning.



## SCOUTING

To get to the top, or anywhere near it, you'll have to be successful on the transfer market. When you decide you need a player, have a look in the paper for players getting high ratings (out of ten) each match. Then find out which are in your price range and get your scout to watch them. He'll get back to you and let you know his opinions. Take note of what he has to say, for it's all valuable information, such as whether he's happy at his club, playing to the full of his potential, how long he's been contracted and so on.

## PLAYING/WATCHING A GAME

If your side are chosen as the team to be featured on match of the day you can either watch the match, or play it yourself. Playing the game can be good fun, but it's not easy. If you're desperately after points, it might be better to let the computer play. Whatever you decide, being on match of the day is a perfect time to watch your players and see how they're performing.



## TALKING TO THE PRESS

Occasionally, when you sign a player, or put a player up for sale and so on, the press will get in touch with you to ask what's going on. This may seem like a small thing, but it can have dramatic effects on the team, as some of your team's players react angrily to you talking to the press. If you're trying to sell a player, then it might be a good idea to have it in the press so that managers can see, but do be careful of a backlash from the players.



## PLAYER'S RATINGS

After a game each player is given a rating out of ten. This gives you a rough idea of how they played. It's advisable to keep a list of these ratings so you can see the overall performance of your players. This will also allow you to see who's gradually improving and who's getting worse. Make a note of their positions as well, then you can figure out which position they play best at. ■



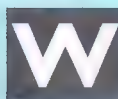
The crown jewels. I bet there's not a man in the land who wouldn't like to get his hands on 'em. You'd be sorted for life. Well, as long as you could get past the cameras, security guards, lights, alarms, locked doors and then break open the safe!

Doesn't sound such a good idea now, eh, does it? Luckily, we put our main man, the legendary Games Guru, on to the job and what do ya know? Not only are the crown jewels sitting proudly on the office mantelpiece, there's a comprehensive guide, so you can go out and get some for yourself!

## The Clue



Ugly Dog Hotel, 10.02.1993



Walk to Holland street. There are three ways to get a room at the Ugly Dog Hotel.

1 Walk in and say you have a room booked under the name Mark Goldberg.

2 Go to the police station and offer information against the thief (you will be lent £10 by the officer).

3 Go to the police station and say happy birthday. Now go to Car + Vans and say Sir Henry is a relative of yours (the old guy will give you £20).



PUBLISHER: Neo PRICE: £TBA  
DEVELOPER: In House OUT: Now

Once in the hotel room you will phone your mother, and get a message to meet Briggs in the Fat Mans pub in 15 minutes, so you had better get down there quick.

There are two ways to start your life of crime.

1 Say no to Briggs and get drunk - You will wake up in a monastery and you can steal the Abbot's ring

2 Say yes and plan the kiosk robbery.

I found Justine White to be the best accomplice for the early crimes, due to the fact that she can drive and she's cheap. To raid the Kiosk, all you have to do is buy a jemmy and use this to get into the kiosk, then on the case for valuables at the end of the room, then take the cigarette's and cash then you can break into the cash box for an extra £190. Next stop is the Pink Villa (Est 1748). If you investigate the place at the right time, you will even see the inspector himself enter this place of disrepute.

## OLD CURIOSITY SHOP

There are only three things worth stealing — two paintings and cash from a desk upstairs. The paintings are in the room on the left and the cash is in the desk upstairs. It's normally best to take everything, just to be on the safe side!





21:41



Now it's time to rob the old peoples home (just watch out for Karate Grandad). Steal everything that you can. It can be difficult to get anything out of this place so make sure you get the stocking with £700 in it first!

## AUNT EMMA'S SHOP

Use the jemmy on everything again. It's worth stealing food as well as anything else you can lay your hands on. I couldn't find any way to steal the mirrors unfortunately. Don't worry about being arrested; you will be released unharmed.

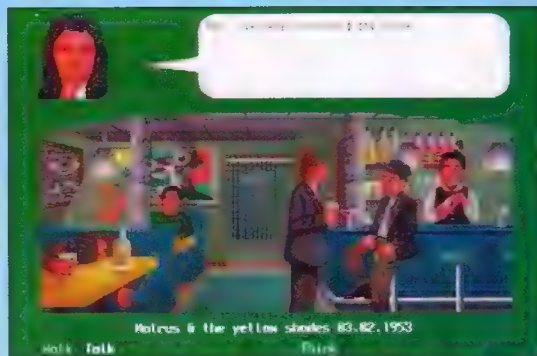


## KARL MARX'S TOMB

For this coup you will need an accomplice who can fight as well as drive. I recommend Lucas Grull. He can be found in one of the two pubs. You will also need some chloroform and possibly a new car. Use Lucas to take out the guard then raid the tomb at the top right of the cemetery.



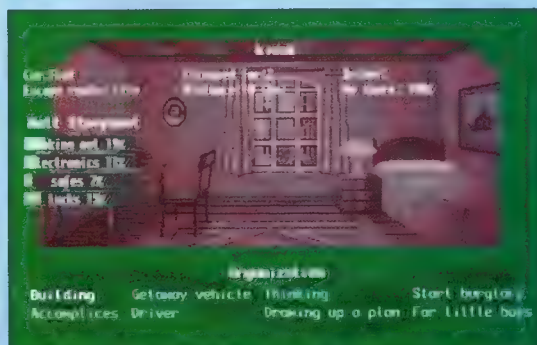
## CHISWICK HOUSE



You will have to buy in an electric kit and battery for this job. Break into the place then head straight for the bedroom. Open the alarm and disable it with the alarm kit. Then steal everything as quietly as possible. If you do get arrested now then enter the following code and you will be given plenty of cash and tools - 569875. Now you can redo some of the earlier burglaries to build yet more cash, buy a few more tools (every tool on sale) and 3 more cars including the Cadillac.

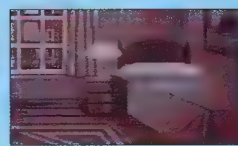
## THE JEWELLERS

This is another case of disable the alarms then just smash and grab (I wonder if that watch is a Rolex). Go for the display cases first, use your accomplices to carry stuff you cannot manage or just to speed things up. After this job you will be invited to dinner by Sabien

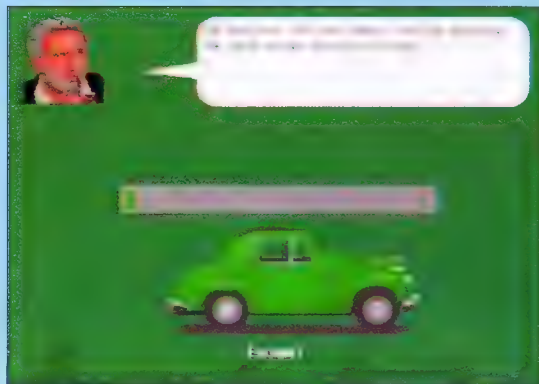


## OSTERLY PARK HOUSE

This old place has plenty of curiosities to liberate. Make sure you don't go through alarmed doors until the alarm is disabled. The primary targets are the guards. Get them out of the way as quickly as possible. Then use the check clock cards on the check clock (top left). The best things to go for are

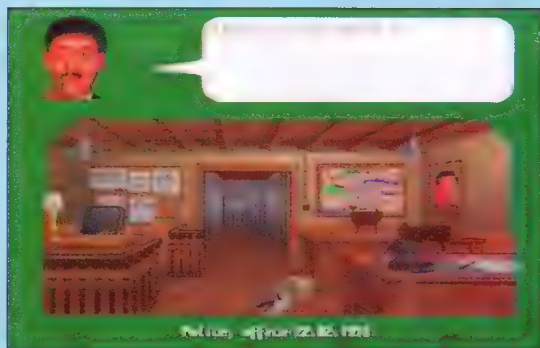






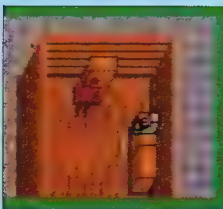
the historic art work and paintings. Another of these museum type places with plenty of antiques to steal and the odd painting as well. Get two accomplices who can fight for this coup as you will need to take out all the guards before they can raise the alarm. You can make plenty of noise around this place so use things that get the job done fast not quietly. You will probably need three accomplices to help you carry all the loot (those statues weigh a ton).

## VICTORIA & ALBERT

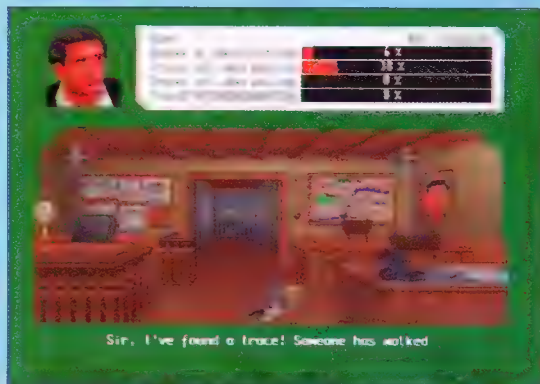


This place is loaded but you will have to get into the habit of using expert timing to avoid discovery or capture. It could be useful to use a Streamliner car for these raids as you may need to make a quick getaway. Take out all guards and alarms systems first then go around and make sure you pick the most valuable stuff to steal.

## BRITISH MUSEUM



This place is big (note the aeroplanes inside) so use three accomplices who can fight and disable alarms yourself. Use the Cadillac for this (you will probably need it). If you close the main door behind you you stand less chance of being caught. You cannot steal the aeroplanes to make your getaway in but you can look at them from the outside. DO NOT use Marc Smith as an accomplice he runs to the police and informs on you.

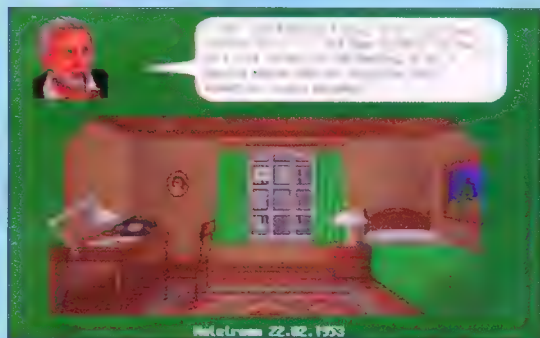


## NATIONAL GALLERY

Take out the guards within 3 minutes then the alarms. There are loads of really valuable paintings so take your pick. Check out which are the most valuable and take these.

## BANK OF ENGLAND

This place has some seriously high tech systems so make sure you have someone who knows about safes. Steal all the gold and cash you and your three accomplices can lay your hands on and use the fastest car you can afford. Watch out for the guards but you should be able to work around them.



## THE VILLA

This place is a Mafia safe house but you have to go in and grab a suitcase from a safe. There are a few guards around and plenty of alarms to disable. Once you have the suitcase get out of there quick (the mafia





aren't the sort of people you want to get caught by). After completing this robbery you will have to run to Cars + Vans then to the station.

## TOWER OF LONDON

Whilst in Southampton take a few walks and go fishing And even sleep, eventually Briggs turns up to rescue you from your boredom. For this coup I spent three hours working out an elaborate plan which came to nothing. All you have to do is turn up get back into the car and go. The mafia will catch up with you outside and you will be taken back to their HQ they will tell you to break into a barracks. After this it's on to the Tower of London, but hell, you can't expect us to do everything for you. You'll be wanting us to wipe your noses next! ■



The Fuham kiosk is your first joint to do over. This shouldn't give you any trouble and is a perfect way to get familiarised with what's going on and how to do things.



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I don't know! We get you so far in a game and still you want more. Honestly, I don't know why we do it, but we do.

Here's the conclusion to our complete *Dragonstone* solution so there's no excuse for further failure. Tsk!

# DragonStone

## Part 2

## The Dragon Temples



PUBLISHER : Core PRICE : £ TBA  
DEVELOPER : In-house OUT : Now

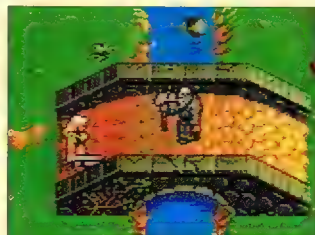
## THE DRAGON TEMPLES

### TEMPLE OF THE EARTH

**O**n this level, the main aim is to look out for buttons and weak panels in the walls. The strange red symbols on the floor mark places where you must use your scroll to create pathways. Make sure that you press all the buttons in one area before you move on to the next area (don't go through the gap created by the moving door until you are sure you that you have done everything possible). If you suddenly run into a gun that fires four shots at once, then you know you have done something wrong!

## THE EARTH DRAGON

**D**odge the fireballs, then as soon as they stop, line yourself up with the head and release a fire bolt. When the two rock monsters appear run around and don't let them touch you. Once these creatures disappear, the dragon will start to fire again, so now you just repeat the process until the dragon dies. You should be able to kill this dragon without being hit once. When the dragon dies you must pick up the stone and "feel the force flowing through you". Then you can walk through the door at the top of the room.







## THE WATER TEMPLE

**T**his place is tricky; you have to keep on using your scroll and your brains to get anywhere, and you still have to look out for the buttons. When monsters come at you in enclosed spaces it is not a good idea to run, so stand and fight like a man! These monsters are similar to the sand monsters of the impossible mountain. You have to collect the four crystal triangles again to get through gate at the end of this water-logged level.

## THE WATER DRAGON

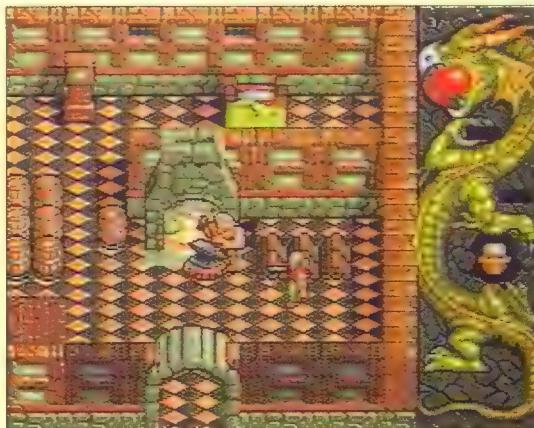
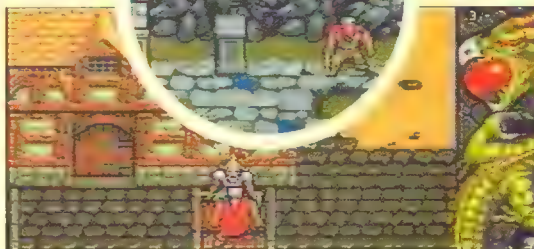
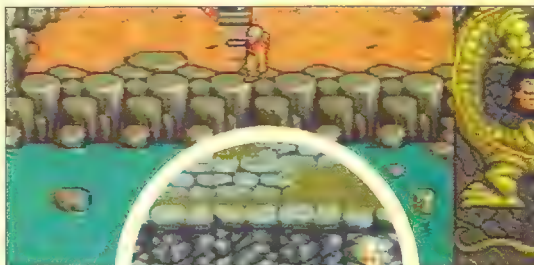
**T**his brother won't even tell you more about the past; he just wants you dead (not really surprising - after all you are trying to end his reign over this decrepit world anyway!). You follow the same pattern to destroy this dragon as you did for the last.

## THE FIRE TEMPLE

**T**his place has no baddies, but has plenty of those firing towers, so you have to learn their firing patterns and work out a way of getting through it all alive (just trusting to luck and sprinting through a passage is likely to have fatal consequences). Collect all four of the red crystal balls and put them in the four talons, and you will meet the last dragon.

## THE FIRE DRAGON

**T**his guy really does enjoy boasting about how he is so much stronger than the other dragons, but you can still use the same old strategy on him. This guy drops yet another of these strange stones, so how about picking it up?

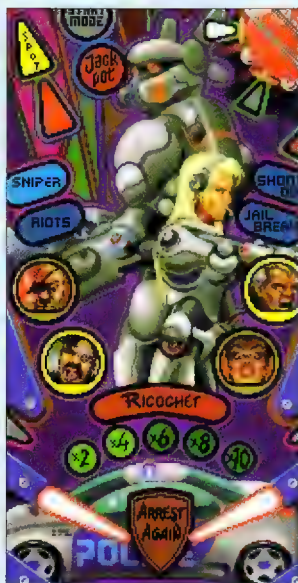




We consider ourselves something of pinball masters here at CD32 Gamer. After all, we do spend most of our time (other than when were working, naturally) in the kind of seedy joints you'd expect to see them. So, after dragging Miles, kicking and screaming, off 21st Century's classic *Pinball Illusions*, we decided it's time to do our Obi-one-kenobi type of thingy once more and pass on to you all that our wasted hours in the pub has taught us.

## Pinball Illusions

### LAW 'N JUSTICE



**T**his one is wicked. That's not the kinda cool wicked, but the nasty type, as all the features are rather tricky to hit. The most important thing you have to master on this one is use your top flipper. It's easy to forget it's there, or even just not use it, but you'll have to if you want to hit those lovely jackpots.

One of the best things to aim for, points wise, is the ramp the ball comes down when you kick off. The first time you get the ball up there you get 5 million and then each time after 5 more.

Another thing to try is to get as many combos as possible. Each one of these is worth 1 mil to your score when you lose the ball. So go for 'em, they're not too hard. Other things to keep your eye open for is sparky's fire, worth a cool 50 mil, the street shoot out and the jail break.

This table has lots to aim for and plenty of points begging to be taken, so realistically a good score has to be between 100 and 200 mil. Any less and you're a woofier, any more and, well, we'll just call you God.

### EXTREME

**E**xtrême is probably, at first glance, the most uninspiring table. But we all know about appearances being deceptive and this is certainly one of those cases. It may look simple and straight forward, but it'll require some nifty skill and a lot of luck.

The things to really go for on this table are all the combos. Air-mount-tain-tunnel combos are all worth a fair few points and are easy enough to do. Getting extreme, by hitting the button in the bottom right hand of the table, is also quite easy and with a jackpot of over 60 mil up for grabs, it's worth trying to get.

Other features include bungee jumping, which is worth 5 mil first time and accumulates an extra 5 each time after, free falling, or diving, which can be worth in excess of 50 mil and speed. Bungee jumping and diving can be activated by hitting the left hand chute, whilst speed is a bit harder as you have to hit the right hand chute four times.

Extreme sports lives up to its name and is quite an extreme table, but as with the others perseverance pays and you'll soon be reaping the rewards with some score in the hundreds of million.



### BABEWATCH

**A**nything with a name like this is bound to be a favourite of ours and this table is no different. It's different from Law 'n Justice in that everything to aim for is at the top of the table. There's very little at the bottom to hit. You'd have thought this would make things easier, but it doesn't. The chutes are hard to hit and if you do, watch out as they're aimed so that the ball comes flying down the middle of the table and past your flippers before you know it. You'll have to learn to use your tilt on this one. Just a couple of tilts either way will usually help, but be careful, too many and it's game over.

For the big points on this table aim for the race chute and the jukebox. Alternatively you can go for the Casino, or gym and there's points for the grabs there as well. If you did hit the Gym and it says 'show some muscle', hit the jackpot, or casino chute and you'll have 30 mil. Not bad, eh?

At first this table looks a bit bare, but there's more to it than meets the eye. There's plenty to aim for and lots of points to be had, just keep whacking the ball up and you'll soon find out where everything is.





# mail Section



Ah, a new picture of my chiselled good looks makes it's way onto the letters page, and by thunder it's just as bad as the last one! It seems I've gone from being a sorry rock star wannabe with the most appalling stab at a goatee beard, to someone who wouldn't get served in the pub without three different forms of identification. Oh well, I suppose I could put it down to my child-like good humour and boyish charm.

Anyway, that aside it's time to delve once more into the ever bulging mail-sack to see what you lot have got to say for yourselves. Hopefully this month's CD-ROM feature will cure the ills that I, in all my incompetence, have consistently failed to do in previous issues. Right, David Garden, you're on...

**F**irstly, thanks for producing a dedicated CD32 mag. Secondly, please could you rate my current games collection. I have the games that come with my machine (*Oscar,*

*Diggers, Dangerous Streets and Wing Commander*) and *UFO, Lital Divil, Jungle Strike, Jetstrike, Liberation, Frontier* and all of your Cover Disks (except numbers 2 and 3).

Thirdly, could you please clear up this little problem that I have. Is it possible to connect my A600 to my CD32 and use my A600 disk drive and keyboard? If I can, could you please tell me what the hell I have to use. All my friends keep saying that I need to buy an SX-1 expansion unit, but what's the point when I've already got a perfectly good keyboard and disk drive already?

Also, in issue 9, at the back of the mag, it showed the cover of issue 10, but you forgot to tell us readers when it was going to be available. David Garden

Yep, you've got some pretty solid titles in there. Mind you *Dangerous Streets* is a bit dire. A donkey of the highest degree and certainly not a gift you'd give to a valued friend. Still, best not dwell on it. Mind you no CD32 collection can be complete without *Cannon Fodder, Sensible Soccer, PGA European Tour and Gunship 2000*.

As for your technical point, as far as I know it's not possible to connect up an A600, but you might be well advised to have a skim through our feature on CD-ROM peripherals on page 24 of this very issue.

Now then, a good rule of thumb for working out when the next mag will be out is to add on four weeks from when you got the last one. Good eh?

**I** have just lately become the proud owner of an Amiga CD32 and after seeing your mag (issue 9) for the first time, I was wondering if you

could 'shed some light' as follows:

I used to own an Amiga 1200 and sold it (due to lack of use), however I did play the brilliant *Settlers*. So, pray tell me is this superb game going to be available on the CD32 and, if so, when?

2 Is *FIFA International Soccer '95* (or '94) going to be available on the CD32, and, if so, when?

3 Is the old coin-op *Phoenix*, or the old C16 shoot-em-up *Xargon Wars* available on Shareware, Public Domain, or anything else?

4 The only games I have are the 'critical zone' bundle, what, in your opinion, would be the best sports sim to go for?

Thanks - John, Troon

It's good to see another discerning punter joining the cause. Right then, on with the questions.

I Not as far as we know. Mind you you might want to check out *Baldy* if you're after a God game. We hope to have a full review pretty soon. On the compilation front, well, you can't go far wrong with the *Gamer Gold* collection reviewed this ish.

2 No. It's not that much cop anyway to be honest with you. Anyway, for my money *Amiga Sensible Soccer* is far and away the best footy game on any system.

3 Just about all the classic arcade machines have been replicated in the PD world. Try giving 17-Bit Software a ring on (01924) 366 982.

4 *PGA Euro Tour* or *Sensible Soccer* depending on whether you prefer golf or football. Come to think of it *Speedball 2*, which we've reviewed this issue, is pretty saucy n' all if you want a bit of violence thrown in.

**I** am writing to enquire about where I could order a copy of these games — *The Clue, Rally Championship, Legend and Whizz?*  
James Whittam



**Blimey.** There's nothing like being straight to the point, eh Jimbo! Capri CD Distribution offer a comprehensive CD32 service and can be reached on (01628) 891 022.

**F**irstly, thanks for putting my letter in last month's issue - bit of a shock that!

The reason I'm writing is in request of Mike Antoniou, who is having problems with *Zool 2.2*. What you have to do is get the final keyboard and jump on the keys, starting left 2-4-6-7 without landing on any of the others (or you will have to try again) and a large flying note will descend; jump on it and you will fly up to the exit. By the way, shortly before that, when floating up between the spikey platforms on the notes stand, on the ledge furthest right, jump right. There are a number of platforms that you can't normally see. Here you'll find three extra lives and a bonus.

Level 2.4 is deceiving as well; if you follow the direction arrow, you'll end up bottom right hand corner around a lot of amps. Go left the whole length of the game, then down again, then right (totally ignore the arrow) then you will find the end of level flying guitar. Stay in the left hand corner and aim at its head, while avoiding the apples. The rest is easy!

#### S. Spong

P.S I think you have underrated it at 60 %  
P.P.S Sorry, no spare cash!

If you're listening, Mike Antoniou, I hope that sorts you out. Any other readers with problems others might be able to help them with, feel free to drop us a line.

**F**irst of all, thanks for a great CD32 magazine. Now, to the real point of my letter.

I Is there any sign of *FIFA* coming onto the CD32?

2 Is *Dark Seed* out yet for the CD32, as I can't seem to get it anywhere?

3 Are there any cheats for *Tower Assault*, as I am well and truly stuck in the main Tower level three?

4 Will you be getting any more demos of *World Cup Golf* and will it be put on the coverdisk?

Last, but not least, are there any more specials coming soon, as the last one was excellent?

Gary Russell

I Not at the moment

2 Yes. Try Capri Distribution. Their

number is in the reply to an earlier letter.

3 I personally don't know of any, but have a look at the passwords in last month's mini-tips section. Failing that, if any readers have come up with a cheat, do write in and let us know.

4 If we can get 'em they'll be on there, but there's nothing available at the moment.

I'm sure we will do more special issues in the future, but there are no definites lined up at the moment.

**I** recently bought an SX-1, plus disk drive and keyboard. I borrowed some of my brothers games on floppy disk and found to my horror that they wouldn't load in. I was wondering if any other readers have had the same problem? If so, then I would appreciate any help to solve this tricky milestone.

Many congratulations on producing a brilliant mag; the demos, PD and Shareware have all been excellent.

Do you know if Gremlin are bringing out *Harlequin* for the CD32, of if *Turrican 1, 2 or 3* are going to be made available?

I sincerely hope you can help me with these problems.

Gary Sowerby

**Take a look at the 'A Time To Buy' feature this issue concerning the SX-1 — that might throw a bit of light on the subject.**

Glad you like the demos and stuff, and of course there's whole load of new ones this month as well. Sometimes I don't know how we do it!

As for *Harlequin* and *Turrican*, the answer's no and no I'm afraid.

**H** Hi There! First, I am from Poland, so forgive me my English, OK? I know Poland is very exotic country for you, but it's a country where there are many users and fans of Amiga Computers. I've got only one question, which is - why no CDXL movies on a cover CD?

I think it will be very nice change! Oh ... one more - what is the best way to link CD32 with my A1200? Please answer.

Piotr Kalinowski

Warsaw, Poland

P.S You're the best CD32's magazine ever!

I think this is the first time we've received a letter from Poland. I didn't realise the Amiga had such a thriving market over there. I'll look into the

CDXL thing, and see if I can dig up some animations in time for next issue as you're right, it would make a change. Finally, I think this month's CD-ROM feature would be a good place to go.

**I** am just writing to you to ask if it's true that Rumbelows were selling the CD32 for just £80. If this is true, then I am well pi\*\*ed off as mine cost over £300 (including interest) and I'm still trying to pay it off! We don't have a Rumbelows on the Isle of Man, but if we did I could have got four for the price of my one (not that I need four). A good point is that hopefully more people will now own a CD32 due to this price, but I would still like to know why it was this price! Mind you, look at the Jag; you can pick that up now for £99.99. I hate it when we buy a good machine that costs a bomb, only to find it a year later costing next to nothing. I don't think I'll bother with these Super Consoles, as after a year they'll be worth nothing, due to better ones, but let's wait and see shall we?

I'll just stick to my CD32 and spend the next two years paying it off.

Oh! Did you get my codes for *Roadkill*, *Alien Breed 2* and *Tower Assault* (I hope so). Anyway I have one more for you. It's for *Myth*.

Put on your CD and hold down Top left<<, Top right>>, Blue and left<, the screen will go red and then the game will load as normal - you now have unlimited lives, enjoy!

Great mag, by the way!

Thanking you!

Andrew Kelly

Well, we weren't aware of Rumbelows doing such a thing, but then, look at Rumbelows now - or rather, don't, since they aren't there any more. If they were shifting the gear, it was probably due to needing to get rid of old stock. Still, more CD32 users can't be such a bad thing eh?

Thanks for the codes and tips - keep them coming!

**F**irst of all - and not becoming any kind of trend at all - thanks for the great mag. Unfortunately, there are some downers, such as the £5.99 price tag. Considering there are less than 100 pages it does seem a bit much, especially since issue 1 was only £3.99.

Anyway, onto what I actually wrote this letter about. This letter is to show the non-believers that the CD32 still has some butt-kicking power left in it. For instance, all the super games we've heard so much about (lost



*Eden, Mega Race, World Cup Golf*, etc) are finally due for release in the near future (and hopefully will be less of a disappointment than *Rise of the Robots*) and are likely to show the Mega CD and 3DO owners that the best games on these machines are out on our machines! Also, there are some games that aren't coming out on there sad, sad machines, but will soon be with us on the CD32 - *Alien Breed 3D*, *Evasive Action*, and *Frontier II: First Encounters*, to name but three and will prove that the CD-based Amiga is still the best CD machine available.

I also have some queries, points and requests for you:-

1 Put the price back to £4.99, as £5.99 is too high!

2 Try to increase the size of the mag. Extra photos, special features, anything that will fill a bit of space.

3 I have heard rumours of a game called *3D Off-Road* (not to be confused with *ATR*) coming from Team 17. Any news on it And will it be coming out on the CD32?

4 Please do not stick those terrible old demos on the coverdisk again!

5 Any chance of a poster in the mag? I don't have any CD32-related posters and it would look great (maybe *Lost Eden*, or something!)

6 Lastly, a huge thanks to Mindscape, Team 17, Renegade, Virgin, Ocean, Microprose and of course you, for supporting the CD32 through the early stages, for, without big-name companies developing for it, it would surely have faded away into nonexistence (where it would have met Atari).

Yours Faithfully

David Bowers, Halifax

Oh, ouch. Best get on and answer your questions.

1 Unfortunately, the price point is set to reflect costs and sales - since we're never going to sell bucketloads of magazines, we have to set this price point to allow the magazine to continue.

2 Again, it's a fine balance between costs and circulation. See what we can do though, although no promises.

3 None whatsoever I'm afraid.

4 The jury's out on that one. Some people say 'More', others use another four letter word.

5 We'll look into that, although I think most people would like us to use the space for details on new games, developments or tips.

6 Couldn't agree more. Even now, the games coming out on the CD32 are, in the main, of a good quality. It takes innovation and decent goods to keep a machine alive, and, right now, we're getting that.



I traded my Amiga 500, with 1 meg external drive, stereo monitor 10845 and 50 original games for a CD32. At first I didn't like the quality of the games, but salesmen told me they'll be better. I believed them (*Microcosm* was boring, but had potential because it was impressive) I will now point you out my main frustrations.

1 I see no difference (gameswise) between my old A500 and the CD32. The only thing the CD32 offers is slightly better GFX, a few more SFX and extra tunes and a badly animated intro (exception to *Tower Assault* and *Super Stardust*)

2 Why do you keep giving 90% and more on games that would run on an 8-bit systems (*Jet Strike*, *Bump 'n Burn* and *Road Kill*)?

3 Being the only CD32 magazine, why don't you put pressure on authors and publishers to do more CD-only stuff? Because the only thing you're doing now is congratulating them. If you continue with those high ratings the companies will never change.

4 Why does the SNES make better games than the CD32 (*DK Country*, *MKII*, *SFII*, *FIFA Soccer*, etc)?

5 Why does Commodore let ICE prevent the machine from gaining a good reputation (i.e. *Total Carnage*, *Akira*, etc)?

Thank you for your time, sorry if I'm a bit critical.

Yours truly,

Jean Benoit Rochon, Quebec, Canada

Ah, what a cosmopolitan readership we have. Letters come in from all over the world, even a tiny little island they call Great Britain. Contradiction in terms in that name if you ask us though.

1 Now, now. It's faster at loading, most games are tweaked and CDs are more reliable than floppy disks. Look at the benefits on games like *Beneath a Steal Sky* and *Simon the Sorcerer* as well as the tweaks which really do help make the games something extra special.

2 A game is not judge necessarily on how good it looks, although that helps. If a game is good, fun, and offers good value for money it will score well. Plus, *JetStrike* wouldn't work so well on an 8 bit system, and *Road Kill* would be virtually impossible to recreate in the same way.

3 Again, a game is taken on its merits - even if it's a port, it'll be judged on how good it is as a game. Of course, if it's original or unique to the CD32 that'll be taken into account, but that doesn't necessarily mean it'll be a great game. Consider too, that not all readers and users have both machines.

4 The SNES doesn't make them - software companies do. The SNES market demands games like that anyway, since a high degree of commercialism must be taken into account before a company sets out on the expensive business of producing a SNES game. There's plenty on the CD32 - *Sensible Soccer*, *PGA*, *Pinball Illusions* etc - that are better than the SNES counterparts, plus there's other games (*Simon the Sorcerer*, *Frontier*, *Jetstrike*) that will never see the light of day on the SNES.



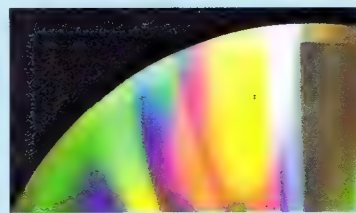
Considering all the massive publicity generated by Sega and Nintendo and all the hype surrounding the so-called 'next generation' machines, not to mention the rise and rise in profile of PC CD-ROM titles, it's a great tribute to the CD32 that it continues to progress despite an almost total lack of publicity. Apart from a short lived TV ad campaign it just doesn't get the popular media coverage that it deserves. I would be interested to know how many CD32 owners are out there but I suppose it's hard to tell. How many copies of ACG are sold each month? This would give us a rough idea. After all you are the only dedicated magazine so I'm sure most owners buy ACG regularly as not only do you offer top coverage, but we get CD demos of all the latest releases which would be impossible to get hold of otherwise.

Oh yes, one last thing — are you going to print the results of the reader survey?

Paul Raynor, Chester

Judging by the response to each magazine, the CD32 users out there are certainly alive and kicking, and we'll print the survey results soon, probably next month.

Send your brickbats, bouquets and any spare cash you may want to push our way to :  
Amiga CD32 Gamer,  
Computerfacts,  
14a Union Street,  
Newton Abbot,  
Devon, TQ12 2JS





# A to Z

**AMIGA CD32 GAMER** has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

## ❖ The Definitive Guide To All CD32 Software ❖

### A B

#### AKIRA

##### Neo

Dire Manga tie-in. Graphics could've been lifted from a C64 and the gameplay... well, have a sick bag handy!

**ACG Rated** 60% (Issue 10)

#### ALFRED CHICKEN

##### Mindscape

Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels.

**ACG Rated** 78% (Issue 1)

#### ALIEN BREED

##### Team 17

An overhead-view blast-'em-up in the Gauntlet vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

**ACG Rated** 77% (Issue 1)

#### ALIEN BREED 2

##### Team 17

Decent Gauntlet-style, Aliens-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with Tower Assault.

**ACG Rated** 72% (Issue 7)

#### ARABIAN KNIGHTS

##### Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.

**ACG Rated** 74% (Issue 1)

#### ARCADE POOL

##### Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition.

**ACG Rated** 88% (Issue 2)

#### BANSHEE

##### Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

**ACG Rated** 88% (Issue 4)

#### BATTLE CHESS

##### Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

**ACG Rated** 76% (Issue 1)

#### BATTLETOADS

##### Mindscape

Despite the varied and imaginative gamesites packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

**ACG Rated** 22% (Issue 3)

#### BEAVERS

##### Unique

A simplistic and limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

**ACG Rated** 75% (Issue 2)

#### BENEATH A STEEL SKY

##### Virgin

The best point-'n'-click adventure on the CD32. Escape from a futuristic metropolis whilst having enormous fun.

**ACG Rated** 90% (Issue 7)

#### BENEFACTOR

##### Psychosis

Strange puzzler with tiny sprites and fine animation. A hybrid of Lemmings and Impossible Mission(!).

**ACG Rated** 85% (Issue 9)

#### BIG 6

##### Codemasters

Compilation of simple, jolly adventures for lovable egg hero Dizzy. For the young or young at heart!

**ACG Rated** 89% (Issue 9)

#### BRIAN THE LION

##### Psychosis

An imaginatively varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

**ACG Rated** 65% (Issue 5)

#### BRUTAL SPORTS FOOTBALL

##### Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun, but confusing control system.

**ACG Rated** 55% (Issue 2)

#### BUBBA 'N' STIX

##### Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay is original and entertaining.

**ACG Rated** 89% (Issue 1)

#### BUBBLE AND SQUEAK

##### AudioGenic

Reasonable if dated platformer. A little too simplistic for comfort. Platform addicts only need apply.

**ACG Rated** 74% (Issue 6)

#### BUMP 'N' BURN

##### Grandslam

A straightforward race game lifted into pole position by masses of power-ups and a great two-player mode.

**ACG Rated** 90% (Issue 4)

#### CANNON FODDER

##### Virgin

A shoot-'em-up with a difference, ie bucket-loads of originality, playability and blood-splattered black humour.

**ACG Rated** 90% (Issue 2)

#### CASTLES II

##### Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

**ACG Rated** 39% (Issue 1)

#### CHAMBERS OF SHAOLIN

##### Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

**ACG Rated** 6% (Issue 1)

#### CHAOS ENGINE

##### Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. Obviously rather unoriginal, but fast and furious action should keep you occupied.

**ACG Rated** 72% (Issue 2)

#### CHUCK ROCK

##### Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

**ACG Rated** 57% (Issue 1)

#### CHUCK ROCK II: SON OF CHUCK

##### Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The Son of Chuck is a great new platform character, with loads to see.

**ACG Rated** 86% (Issue 2)

#### CLOCKWISER

##### Rasputin

Fun puzzle game as you attempt to match patterns on one side of the screen to the other. Level editor gives huge scope for longevity, but not everyone's cup of tea.

**ACG Rated** 81% (Issue 6)

#### DANGEROUS STREETS

##### Fair Software

Static, this looks like a big and brash SFII clone. But once things get moving animation proves to be dreadful and gameplay uninviting.

**ACG Rated** 22% (Issue 1)

#### DEATH MASK

##### Alternative

Imagine Gauntlet viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is Death Mask. Looks good and plays the same way.

**ACG Rated** 88% (Issue 9)

# CDE



## DEEP CORE

Ice

Nice intro soundtrack and reasonable in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

## D/GENERATION

Mindscape

Crude graphics and minimal sound effects don't quite make up for the most atmospheric and fun game since the CD32. An addictive mix of action, strategy and brain-busting puzzles.

ACG Rated 39% (Issue 1)

## D-HERO

Grimlin Graphics

An unoriginal, but still very slick and playable R-Type clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

## DARK SEED

Cyberdreams

A slow but intriguing adventure game made brilliant by stunning graphics. HR Giger's artwork provides a haunting atmosphere.

ACG Rated 90% (Issue 4)

## DENNIS

Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

## DIGGERS

Millennium

A more sophisticated variation on the Lemmings arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to a complex control system.

ACG Rated 56% (Issue 1)

## DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

## DRAGONSTONE

Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

## EMERALD MINES

Alamathera

Graphically this is painfully bad but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

## EXTRACTORS

Millennium

The follow up to Diggers takes the original's theme and tones out all the glitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

# F

## F17

Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to Mansell.

ACG Rated 73% (Issue 1)

## FIELDS OF GLORY

Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

## FIRE & ICE

Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platforms on CD32.

ACG Rated 87% (Issue 2)

## FIRE FORCE

Ice

A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

## FLINK

Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

## FLY HARDER

Buzz

A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

## FRONTIER: ELITE II

Gametek

A truly monumental game unrivalled in its galaxy-spanning scope. Controls take time to master, but overall this is an unmissable epic.

ACG Rated 95% (Issue 2)

## FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

## GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and StarWing complementing a visually stunning game. Play is unrelenting and monotonous - a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

## GLOBAL EFFECT

Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

## GUERRILLA WAR

Microprose

A top-notch action adventure which possesses the excitement of flying, even helicopters. Exciting and addictive, but a smattering of bugs and occasional crashes.

ACG Rated 83% (Issue 2)

## HEIMDALL II

Core Design

A splendid graphic adventure with masses of puzzles, brilliant graphics and varied worlds to explore. Gameplay is absorbing, though save points are few and far between.

ACG Rated 90% (Issue 3)

## IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

## INTERNATIONAL KARATE PLUS

System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

## INTERNATIONAL SENSIBLE SOCCER

Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 43% (Issue 4)

# JK

## JAMES POND III: OPERATION STARFISH

Millennium

A slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

## JETSTRIKE

Raspurin

A real game-player's delight, packed with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it!

ACG Rated 94% (Issue 4)

## JOHN BARNES EUROPEAN FOOTBALL

Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around.

ACG Rated 32% (Issue 1)

## JUNGLE STRIKE

Ocean

The sequel to Desert Strike isn't as polished as its predecessor, but offers even more of the same addictive isometric blasting mayhem.

ACG Rated 98% (Issue 7)

## KID CHAOS

Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

## KINGPIN

Team 17

Surprisingly fun and playable ten-pin bowling simulation, which plays a lot better than you might expect, especially with a few friends.

ACG Rated 80% (Issue 10)

## LABYRINTH OF TIME

Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

## LAST NINJA 3

System 3

Unchanged from its A500 origins, this is showing its age, with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.

ACG Rated 68% (Issue 3)



## LEGACY OF SORASIL

Gremlin

An atmospheric conversion of the *HeroQuest* role-playing game with brilliant graphics and sonics. Easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it lacking in depth though.

ACG Rated

84%

(Issue 3)

## LEMMINGS

Psychosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG Rated

79%

(Issue 2)

## LIBERATION

Mindscape

A huge sprawling sci-fi adventure which would take several hours to complete fully. An impressive story, lovely graphics and good text-based controls.

ACG Rated

77%

(Issue 1)

## LITIL DIVIL

Gremlin

Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated

90%

(Issue 4)

## LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated

60%

(Issue 2)

## LUNAR-C

Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius* power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated

37%

(Issue 1)

M

## MARVINS MARVELOUS ADVENTURE

21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated

72%

(Issue 7)

## MEAN ARENAS

Ice

*Pac-Man* may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated

61%

(Issue 1)

## MICROCOSM

Psychosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ACG Rated

60%

(Issue 1)

## MITRE SOCCER SUPERSTARS

Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*.

ACG Rated

82%

(Issue 10)

## MORPH

Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated

84%

(Issue 1)

## MYTH

System 3

Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. A genuinely innovative title in software history.

ACG Rated

71%

(Issue 3)

## NAUGHTY ONES

Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated

65%

(Issue 3)

## NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated

90%

(Issue 1)

## NIGEL MANSSELL'S WORLD CHAMPIONSHIP

Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated

74%

(Issue 1)

O P

## OSCAR

Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated

59%

(Issue 1)

## OUT TO LUNCH

Mindscape

Inspired by arcade classic *BurgerTime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated

78%

(Issue 4)

## OVERKILL

Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*.)

ACG Rated

67%

(Issue 1)

## PGA TOUR

Orbit

A golf sim the excellence of its author's representation of the game. Obviously classic improved on the original with textured courses and more gameplay options. Some holes are difficult.

ACG Rated

80%

(Issue 6)

## PINBALL FANTASIES

21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated

87%

(Issue 1)

## PINBALL ILLUSIONS

21st Century

This is the only pinball game on any system. It's a simple bit, but it is among the cream of CD32 releases. If you've ever had an inkling to play the real thing, buy this now.

ACG Rated

94%

(Issue 8)

## PINKY

Millennium

Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.

ACG Rated

84%

(Issue 6)

## PIRATES

MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated

79%

(Issue 1)

## PREMIERE

Core Design

A varied and imaginative platformer flawed by awkward control system. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated

65%

(Issue 2)

## PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F7*.)

ACG Rated

89%

(Issue 1)

Q R

## QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated

84%

(Issue 1)

## RALLY CHAMPIONSHIPS

Flair

Excellent arcade racer, which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated

89%

(Issue 10)

## RISE OF THE ROBOTS

Mirage

Graphically incredible mechanized shoot-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated

90%

(Issue 6)

## ROADKILL

Grandslam

Crazy, vicious and futuristic road-racing this is the *LED-Sturm* for the 90's. If you like the genre you can't go far wrong.

ACG Rated

91%

(Issue 7)

## ROBOCOD

Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated

80%

(Issue 1)

## RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is unconvincing. If golf is your thing though, it's worth checking out.

ACG Rated

68%

(Issue 2)

S T

## SABRE TEAM

Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of *SAS* will love the game's depth but others will despair at the slow pace.

ACG Rated

78%

(Issue 3)



## SECOND SAMURAI

### Psychosis

No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode. Worth a look.

ACG Rated 85% (Issue 3)

## SEEK AND DESTROY

### Mindscape

A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.

ACG Rated 62% (Issue 1)

## SENSIBLE SOCCER

### Renegade

Tiny sprites and a control system more suited for joystick than joypad are off-putting, but this is a sophisticated and very playable soccer sim.

ACG Rated 91% (Issue 1)

## SIMON THE SORCERER

### Adventure Soft

Based on the famous sorcerer and wizard, Simon the Sorcerer is a game that's both long and short. It's a game that's both long and short. It's a game that's both long and short.

ACG Rated 88% (Issue 4)

## SKELETON KREW

### Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

## SLEEPWALKER

### Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

## SOCCER KID

### Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

## STRIKER

### Elite

A dated A500 footie sim. As well as terrible graphics and sound, ball control is poor and the game plays too quickly. As bad a footie game as you could wish to find.

ACG Rated 43% (Issue 2)

## SUB WAR 2050

### Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

## SUMMER OLYMPIC

### Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. The annoying random progression caps off a game too bad to think about.

ACG Rated 37% (Issue 2)

## SUPERFROG

### Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge, and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

## SUPER LEAGUE MANAGER

### Audiogenic

The best and worst you only look manage-ment game on the CD32. Attractive and simple interface promotes fast-paced, but with a neat match sequence to boot.

ACG Rated 90% (Issue 11)

## SUPERLOOPZ

### Audiogenic

Remember Pipemania? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

## SUPER METHANE BROTHERS

### Apache Software

Great two-player action in this slick, noisy Bubble Bobble variant, but lack of variety and passwords means this can pull in one-player mode.

ACG Rated 83% (Issue 3)

## SUPER PUTTY

### System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

## SUPER SKIDMARKS 2

### Acid

Rip-roaring racers with splendid 3D sprites and as tough as a rugby team after 24 pints of lager. Girly wuss-bags need not apply.

ACG Rated 92% (Issue 11)

## SUPER STARDUST

### Team 17

It's basically Asteroids, but the gameplay is light, powered-up and highly addictive with superlative graphics in the tunnel sections.

ACG Rated 90% (Issue 5)

## THE CLUE

### Neo

A fun graphic adventure with a nice original theme. Definitely worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

## THE LOST VIKINGS

### Interplay

One of the best around, featuring 3 Vikings taking on 37 levels with their various skills. A great mix of arcade action and puzzles.

ACG Rated 90% (Issue 1)

## THEME PARK

### Mindscape

The one and only theme park game you'll ever want to play. A dose of fun and you'll be back in the park.

ACG Rated 80% (Issue 9)

## THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game, and plays even worse. Worth buying our back issue 1 just to laugh.

ACG Rated 8% (Issue 1)

## TOP GEAR 2

### Gremlin

The Lotus game engine is reused again. Faster and slicker than before, but the tracks are monotonous, handling uninvolved and the music awful.

ACG Rated 75% (Issue 4)

## TOTAL CARNAGE

### Ice

A classic coin-op almost totally ruined by sluggish movement and lousy control system. Awful!

ACG Rated 45% (Issue 2)

## TOWER ASSAULT

### Team 17

The follow-up to Alien Breed 2 is everything that game should have been - and more! The best example of its type for ages!

ACG Rated 91% (Issue 7)

## TROLLS

### Flair Software

A cutesy platformer with 14 different levels. Very similar to Oscar, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

# U W

## UFO — ENEMY UNKNOWN

### Microprose

A fine conversion of the PC classic, let down by slow responses and lousy controls. If you can ignore these, therein lurks a challenging treat for gamers.

ACG Rated 80% (Issue 6)

## ULTIMATE BODY BLOWS

### Team 17

A humorous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

ACG Rated 93% (Issue 2)

## UNIVERSE

### Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

## VITAL LIGHT

### Millennium

Strange hybrid of Space Invaders and Tetris, this is a reaction test of the highest order, but gameplay gets repetitive. 30 quid is on the pricey side for what's on offer.

ACG Rated 81% (Issue 6)

## WEMBLEY INTERNATIONAL SOCCER

### Audiogenic

Despite a wealth of play options and a novel choice of two view options, this falls down on poor joystick responses. Ambitious, but flawed.

ACG Rated 76% (Issue 3)

## WHALE'S VOYAGE

### Flair Software

A great techno intro track, an option to tailor your crew members and lots of depth make this an intriguing RPG. Sadly, weak graphics seriously diminish the game.

ACG Rated 80% (Issue 1)

## WHIZZ

### Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember Head over Heels?

ACG Rated 92% (Issue 10)

## WILD CUP SOCCER

### Millennium

Sure, it looks gorgeous, but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

## WING COMMANDER

### Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

# Z

## ZOOL

### Gremlin

Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited.

ACG Rated 60% (Issue 1)

## ZOOL 2

### Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest. Zool needs an overhaul if he's to appear on the CD32 for a third time.

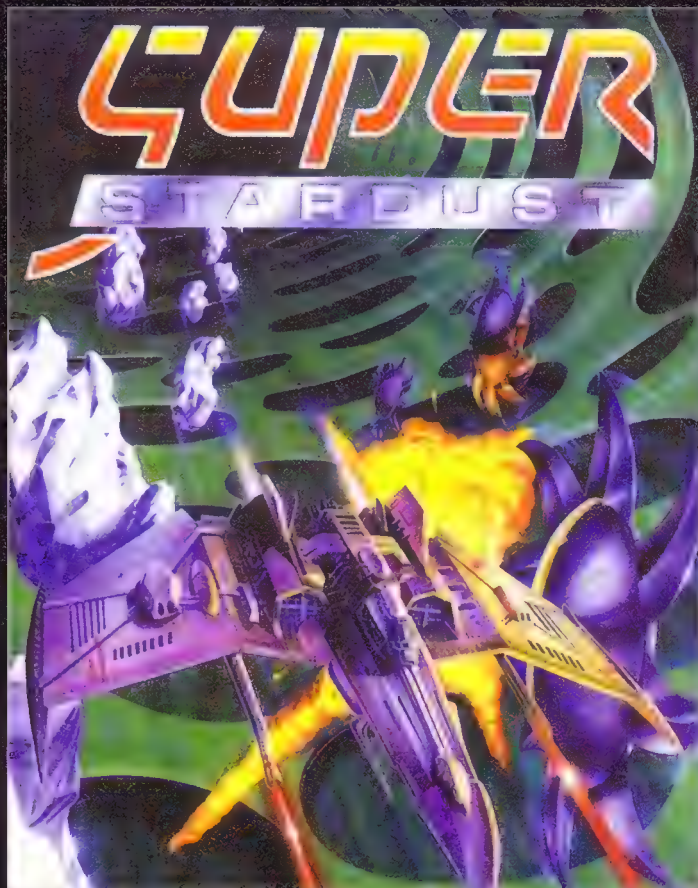
ACG Rated 70% (Issue 2)



# June Sup

## Super Stardust for £19.99

Team 17's now classic *Super Stardust* rates among one of the finest shoot-'em-ups available on this or any other system. While obviously a derivative of classic arcade games, *Super Stardust* has that all important ingredient – playability – to go with the stunning graphics and fine addictive qualities. The Wynne bros were ecstatic over the release, enthusing "In short, *Super Stardust* is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of *Li'lil Devil*, or the macabre atmosphere of *Dark Seed*, but for arcade-style visuals this is way out in front... For its challenge, truly arcade intensity and stunning visuals, there's no doubt that *Super Stardust* is going to be a really big hit." Ah, never a truer word said, lads. Now's your chance to take advantage of a really special special offer (ah, what wordsmiths we are), so get your chequebooks out and get writing!



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AMERICAN CHALLENGE £7.99

One of the better driving games on the CD32, Lamborghini American Challenge was a big, big hit on the CD32 Special Issue cover. Don't miss out!

### COMPETITION PRO

JOYPAD £17.50

Here at CD32 Gamer, we swear by these pads while you swear about yours. Truly an offer that no self-respecting Gamer can miss out on!

### DARK SEED £24.99

Back by popular demand, you can now pick up *Dark Seed* and a free tips book worth £6.99 for just £24.99. Rated 91% in issue 4 of ACG, we praised it thoroughly. "When so many games are banal clones," wrote Wynne, "this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature video games can be." Right on Sir.

These brilliant discounts can't last forever, as we endeavour to find even better deals on the latest games to replace them, so order soon to avoid disappointment, as stocks are dwindling on all of these titles. SuperSavers guarantees satisfaction with brilliant offers, so make software buying easy on yourself, with Amiga CD32 Gamer.

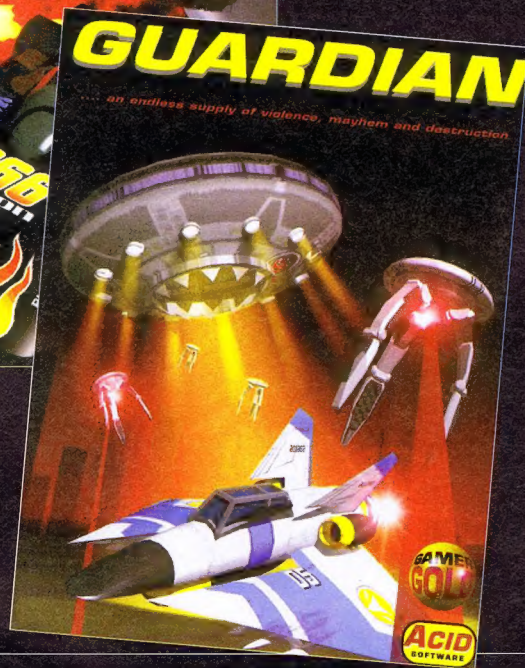
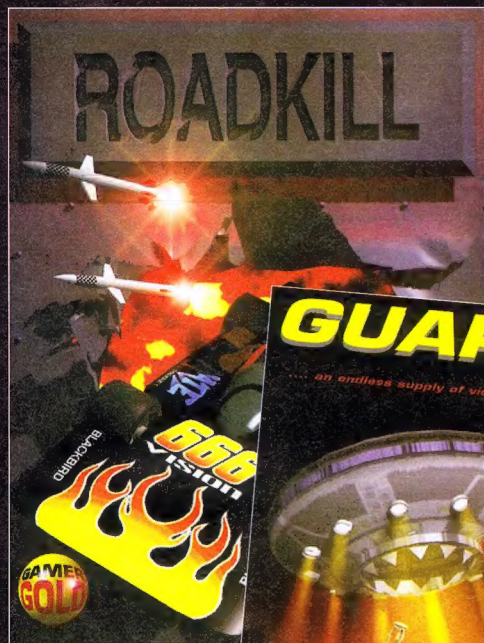
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Rated 93%, this is one of the very best arcade games available on CD32. We're enormously proud to be able to offer such an exciting new release in SuperSavers. What did we say about RoadKill? "Boasting the kind of gut-wrenching playability you only dream of, RoadKill astonishes with its outstanding, adrenaline pumping action..."

Both games come with Free Poster offers, so buy either or both and save some money on the best CD32 releases around.

## GUARDIAN for £24.99

(R.R.P. £29.99)

This outstanding release was rated an incredible 92% and Acid are offering their bestseller to you, our readers, with an incredible £5 knocked off the retail price. Only Amiga CD32 Gamer has the power to get the best software available for the CD32 at such incredible discount savings.

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## Magazines (With Disks)

These are still available magazine and disk intact. Order now to avoid disappointment!

### issue 5

Full reviews of Super Stardust, Guardian and Universe. Previews of UFO, BloodNet, Star Crusader, The Big Engine and Baldy. PD column reviewing latest PD compilations. ZCL and Archos Zappo fully reviewed, plus tips featuring Jetstrike. CD includes Tower Assault and Marvin's Marvellous Mission.

### issue 7

CD32-enhanced Tower Assault review, plus Beneath the Steel Sky, Roadkill, Fields of Glory, Marvin's Marvellous Adventure, Alien Breed II and Jungle Strike. Previews of Evasive Action, World CUp Golf and more. There's a Universe solution plus Gunship 200 tips. Disk includes Bump and Burn, Beneath a Steel Sky, Kid Chaos...

### issue 7 SPECIAL

Identical to our regular CD32 Gamer 7, except that, along with all the top game demos detailed left, you also get the complete game of Lamborghini American Challenge from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

### issue 8

At last! Theme Park arrives! Also reviewed - Pinball Illusions, PGA Euro Tour, Subwar 2050. Preview of Frontier II plus David Braben interview. Tips include Beneath A Steel Sky solution. Cover CD features our most popular cover demos such as Banshee, Body Blows, Chaos Engine and others, also features new Clockwise demo.

### issue 9

Skeleton Krew blasts onto the CD32 and gets a full review. Also features interview with the programmers of UFO II. Reviewed: Flink, Benefactor and the Dizzy Collection. More Jetstrike and Jungle Strike tips. Cover CD features Emerald Mines, The Big Engine and Altira along with more classic demos.



## Disks Only

The following are available as disks only, without the actual magazines, and thus are being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we guv?

Packed cover disk featuring Cannon Fodder, Heimdall II, Ultimate Body Blows, Fire and Ice, The Chaos Engine and Banshee plus more PD and shareware than you could shake a rubber chicken at.

### issue 2

Aha! Enter the realms of the Legacy Of Sorasil with our cover-disk from issue three. Other goodies include Lotus Esprit Turbo Challenge, Zool, D/Hero and Nigel Mansell. Lots more PD and shareware too.

### issue 3

EEK - the Little Devil found his way onto this month's coverdisk, being one of the best looking games around. Jetstrike, Superfrog, Arcade Pool and a host of other demos, shareware and PD decided to join him too.

### issue 4

Rise to the occasion with Rise of the Robots, the main feature of this coverdisk. Bubble and Squeak and a peek at Wembley International Soccer, plus, yes, even more Shareware and PD can be found languishing here too.

### issue 6

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